THE SWAPPER

Welcome to a New Magazine

Like most editors, I'd like to thank you for taking the time to check out our magazine. We really appreciate the gesture, since it takes a lot of time to produce an issue.

Indie Power Magazine is indie(Function);'s second try at providing an indie gaming centric magazine, featuring reviews, previews, articles, tutorials, as well as other content to invite both developers and gamers alike to our issues.

Issue 0 is the "Platformer's Issue". Platformers are some of the most iconic games from every generation of gaming - from Mario to Metroid, Spyro to Crash, Cave Story to The Swapper, platformers have made up a huge portion of the games market and have lasting appeal that have no just spanned console generations, but actual generations of mankind. Indies have created their own line of truly unique and magnificent platformers, ranging from hardcore, button breaking games like Super Meat Boy and Jumper, to puzzle based, mechanic-driven games such as Braid and Fez. This seemed like an appropriate theme for issue zero, in wich the Indie Power Magazine team leaps and wall jumps around the world of platformers, dissecting what makes them good, provides a tutorial on how to incorporate platformer physics into a game, and also takes the sewer pipe down to the land of reviews and previews of some breathtaking indie games.

Without further ado, here's Izzue Zero of Indie Power Magazine.

BRET HUDSON
EDITOR/LEAD WRITER
Bret@IndiePowerMag.com

This page looks kind of blank, doesn't it? The rest of the magazine's a bit more colorful. The reason why the staff page is so white is because Bret was the only one working on this issue, as most of the team left a while back - which is why there hasn't been an issue since last December!

We are in need of some talented writers who are passionate about indie games. If you'd like to write for the magazine, send an email to contact@IndiePowerMag.com.

Please do note that writing for Indie Power Magazine is not currently a paid job, but might be in the future if we start to sell our issues.

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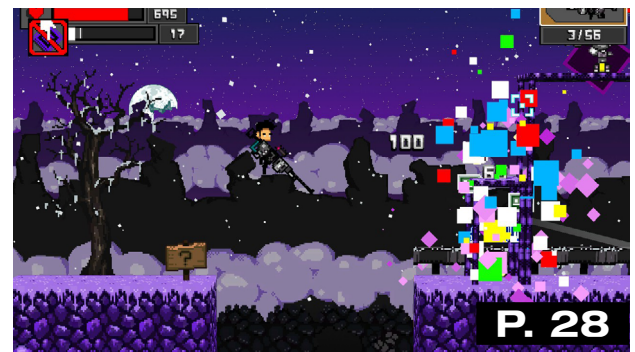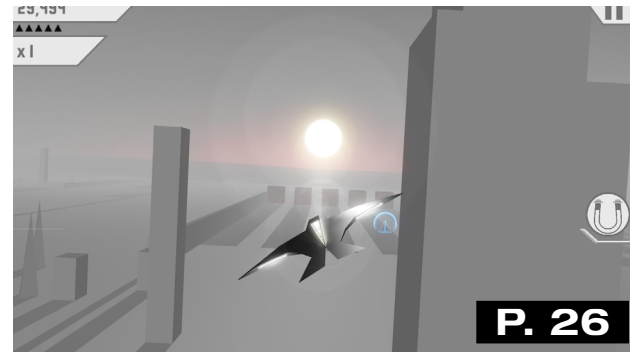
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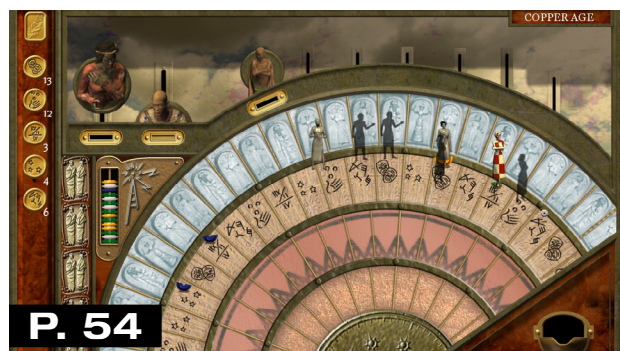
ABOUT INDIE POWER MAG

First and foremost: if you aren't already, we highly recommend enabling 2 page mode for your PDF reader, with cover mode on. This magazine was designed to be viewed as if it were an actual printed magazine. Adobe Reader is easy to set up:

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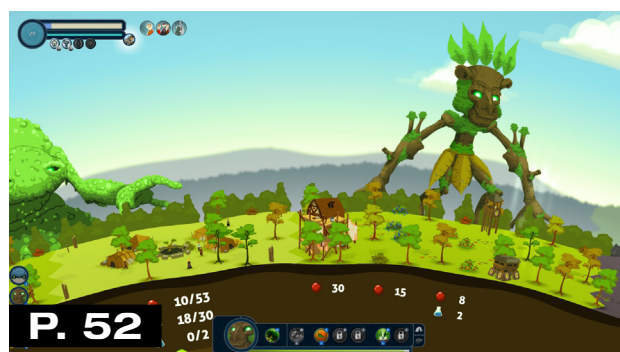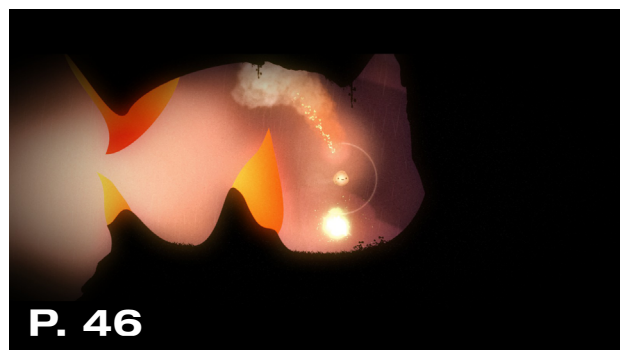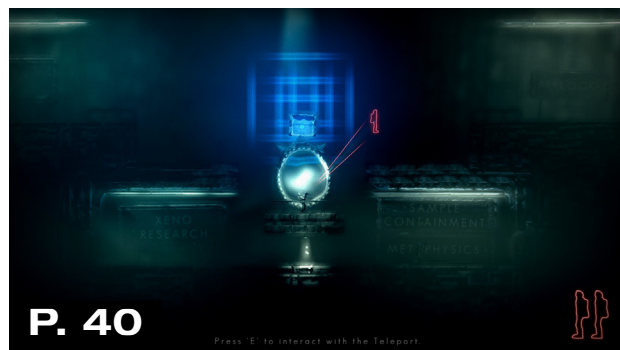2. Also enable *View->Page Display->Show Cover Page During Two-Up*

We're only covering the way to do that for the most common PDF reader, however, if you use another PDF reader, Google search should be able to help you find out if the reader has two-page capabilities.

So why did we decide to restart?
Our last magazine started to get some recognition later on, and even though the magazine did fairly well, there were some bad vibes associated with it and we decided that it would be best to just start a completely new magazine under the indie(Function); name.

What are you planning on providing?
We want this magazine to appeal to both indie game developers and their fans. Our goal is to let you know about the latest and greatest indie games, as well as help developers become even greater with the help of tutorials and the dissecting of games, to find out what really makes them great.

How often is this magazine going to be released?
Unlike indie(Magazine);, which was on an every other weekend release schedule, Indie Power Magazine is planned to be released monthly. The only problem we see with that is that the internet is constantly updating, and by the time this issue comes out, half of the information has already been out for some time. Hopefully we'll be able to provide enough new content to make it more than a collection or recycled news and games from the last month.

COMMUNITY

We really want to make a connection with our fans in this magazine, and do to that, we're planning on having the fans help mold issues of the magazine as well as be featured in the magazine for interaction (such as the players I challenged in the Scrolls preview). For this issue, we had a poll on what the top ten indie platformers were. We had a nice survey, with about 50 people total inputting what their favorites were out of a list of nearly 30 games. We're going to have a poll every month, which will be put on this page and can be found at indiepowermag.com/poll. Some polls will be split into parts, such as our last poll, which first gathered titles, second decided on the best, and third broke a 3-way tie.

This month's poll is on shoot-em up's. We'll actually be having two polls, one for your favorites and another for what some of the best power-ups are. We'll be taking the top five of each category and presenting them to you in Issue #1 of Indie Power Magazine, due out in mid-July, 2013.

We'd also appreciate it if we got some feedback and opinions about the latest issue. If you'd like to write in and talk about the magazine, or a particular article, send an email over to feedback@indiepowermag.com. We'll also be pulling quotes from forums where the magazine is posted.

As for this issue, there is no feedback because there are no previous issues. That means this page is going to be pretty bare. Once again, we hope you enjoy this issue, and here's a picture of Bret getting absolutely demolished in Scrolls:

INDIES at

E3

Miss something from the last week? Don't fret, all indie E3 coverage is right here:

E3 is the huge gaming convention held each year in Los Angeles. Holding surprises, announcements, conventions, and special events, E3 is a magical time that never ceases to amaze its audience. Over the last few years, indie games have had a more prominent role in E3, and are quickly making their appearance more common in the expo.

IndieCade has been showcasing indie games at E3 for seven years now, showing the games they've specifically picked out over the last year. In case you don't know what exactly IndieCade is, it's the "international festival of independent games". Being featured by the festival is just as amazing as that title, and is a great honor. This year IndieCade

brought over 35 games to E3 - one of which is reviewed later this issue (7 Grand Steps). While most of the games are video games, a few are "physical games", as

well as "social card games". Even though we don't cover any of those types of games currently, we plan on giving them a bigger role in our magazine, as they

definitely deserve the attention. The full list of games at the booth can be found two pages ahead.

TowerFall was a hit at the IndieCade booth (as well as over at the OUYA set-up across the street), and is set for release in 10 days (June 25th). While we patiently wait for this game to come, there was some pretty cool footage of the game shown at E3 to keep our hunger for the game satisfied until then.

Sony's press conference showcased nine indie games on stage, which was one of the most amazing experiences I can imagine - showing off your game to a room full of a couple hundred people on stage, being announced by a powerful figure in the gaming industry. All these indie games are coming to the
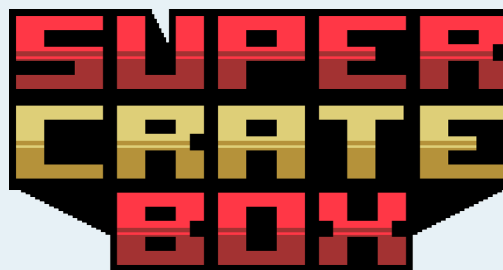
OUYA

The OUYA is an upcoming Android video game console for anyone who's that out of the loop. Right before the June 25th release, the OUYA team attended E3 - in the parking lot across the street. While this sounds a bit sad, they had a great showing at their booth, with 5 stations set up around the clock. Now, a console is nothing without its games, which is something the OUYA does not disappoint with.

TowerFall was shown at the booth, which is the most popular upcoming OUYA game, releasing the same day as the console. TowerFall is a mesh between Super Smash Bros and archery, with tons of style. The mastermind behind this already indie sensation is Matt Thorson, known for popular games Runman, Give Up Robot, and Fat Wizard, among many others.

Vlambeer made a surprise announcement just before E3 that they were going to be showing Super Crete Box on the console at E3. Did they? You bet they did. Super Crate Box will be launched on the OUYA the same day as the console releases, which makes the release day line-up look all the more pleasing.

The full list of games shown at the OUYA Amazing Frog, Beat Bros, ChronoBlade, DubWars, Flip Riders, Forsaken Planet, Hidden in Plain site, Ittle Dew, Luxeria Superba, MRS DAD vs Korv, Rush Bros, Soul Fjord, Super Crate Box, towerfall, Whispering Willows, YDKJ, and You don't know Jack. With 145 current titles released on OUYA, the game console is expected to have a great launch, and will hopefully become a common household item.

OUYA consoles will be available at popular gaming retailers on June 25th. Check out www.ouya.tv for more info.

PlayStation 4 console, which is starting to get some major recognition as the indie choice of platform this generation.

The games included Transistor by Supergiant, Don't Starve by Klei, Galak-Z by 17-bit, Mercenary Kings by Tribute Games, Octodad: Dadliest Catch by Young Horses, Oddworld: Abe's Oddyssey New 'n' Tasty by Oddworld Inhabitant, Outlast by Red Barrels, Ray's the Dead by Ragtag Studio, and Secret Ponchos by Switchblade Monkeys. Oddworld Inhabitants is also coming to PlayStation 3 and PlayStation Vita.

The indie scene with PlayStation doesn't stop there - throughout the few days E3 occurs there were many other indie games showcased that are coming to PlayStation consoles. Tearaway, a cute game utilizing the PlayStation Vita's front and back touch pads, is an upcoming indie title from Media Molecule. With all the graphics made out of virtual paper, the unique looking world is pure eye candy, as many of the other titles are as well.

Contrast, an upcoming indie title revolving around shadows, announced a PlayStation 4 version of the game. We're on the mailing list for updates, so don't worry about getting out of the loop - we'll be getting the latest news and betas from the developers as the game progresses.

Splice, a fantastic indie game already available for Mac, PC, iPad, Android, and Linux is making its console debut on the PlayStation 3 via the PlayStation Network. The IndieCade 2012 finalist and Pax 10 selection title features some gorgeous art,

TEARAWAY

1. **6180 The Moon** (PC, Turtle Cream and PokPoong Games)
2. **7 Grand Steps** (PC, Mousechief)
3. **Babel Build** (Physical Game, Matthew Colton Spross)
4. **Body Scrub; Lego** (PC, USC Game Innovation Lab)
5. **C3** (PC, Phoenix Production)
6. **Crashtastic** (PC, FunSmith)
7. **Dominique Pamplemousse in "It's All Over Once The Far Lady Sings!"** (PC, Deirdra Kiai)
8. **E3GoMania** (Physical Trivia Game, Wise Guy Events)
9. **Guns of Icarus Online** (PC, Muse Games)
10. **Hidden** (PC, Parsons New School for Design)
11. **In a Permanent Save State** (Android, Benjamin Poynter)
12. **in a window** (PC, Picardy Third Entertainment)
13. **Legend of Dungeon** (PC, Robot Loves Kitty)
14. **Lovers in a Dangerous Spacetime** (PC, Asteroid Base)
15. **Luxuria Superbia** (iPad, Tale of Tales)
16. **Pedandeck** (Social Card Game, Brian Schrank)
17. **Perfection** (iPad, Dumb and Fat Games)
18. **Pinstripe** (PC, Thomas Brush)
19. **QuickDraw** (PlayStation 3/Move, Greenfly Studios)
20. **Soundodger** (PC, Studio Bean)
21. **SPACE MAESTRO** (Xbox 360/Kinect, USC Interactive Media & Games Division)
22. **Spaceteam** (iOS, Sleeping Beast Games)
23. **Spin the Bottle: Bumpie's Party** (Wii U, KnapNok Games)
24. **Stickers in Public** (Physical Game, Studio Cypher)
25. **That Dragon, Cancer** (PC, Ryan Green and Josh Larson)
26. **The Dead Linger** (PC, Sandswept Studios)
27. **TorqueL** (PC, FullPowerSideAttack)
28. **Tower of Guns** (PC, Terrible Posture Games)
29. **TowerFall** (PC, OUYA, Matt Makes Games)
30. **Voronoid** (PC, Zach Aikman)
31. **Hohokum** (PlayStation Vita, Honeyslug)
32. **Flower** (PlayStation Vita, thatgamecompany)
33. **Forsaken Planet** (PC, Mobile, Loot Entertainment)
34. **Johann Sebastian Joust** (PlayStation 3/Move, Die Gute Fabrik)
35. **Tower No Tumble** (Sifteo Cubes, Die Gute Fabrik)
36. **Pesky Pirates** (Sifteo Cubes, Sifteo Games Team)
37. **Squaresville** (Sifteo Cubes, Frank Force)
38. **Parapluie** (Sifteo Cubes, One Life Remains)

Check out this article for links and more information about the games.

and is developed by Cipher Prime. "The goal of Splice is to rearrange binary branchings of cells to match the target outline of each puzzle (or "strand") within a limited number of moves (called "splices")." Just listening to what the game is doesn't do it justice, so we recommend you go hunt down a gameplay video on either the PlayStation blog or Youtube.

The OUYA stand had some entertainment going on with the cops, since the company who runs E3, the Entertainment Software Association, decided to call the cops to shut down their booth. While both sides of the argument are valid, we aren't going to take sides in this magazine - that's up for

Electronic Entertainment Expo

IndieCade booth location on show floor

INDIE CADE

South Hall

Permanent Meeting Rooms

Concourse Level
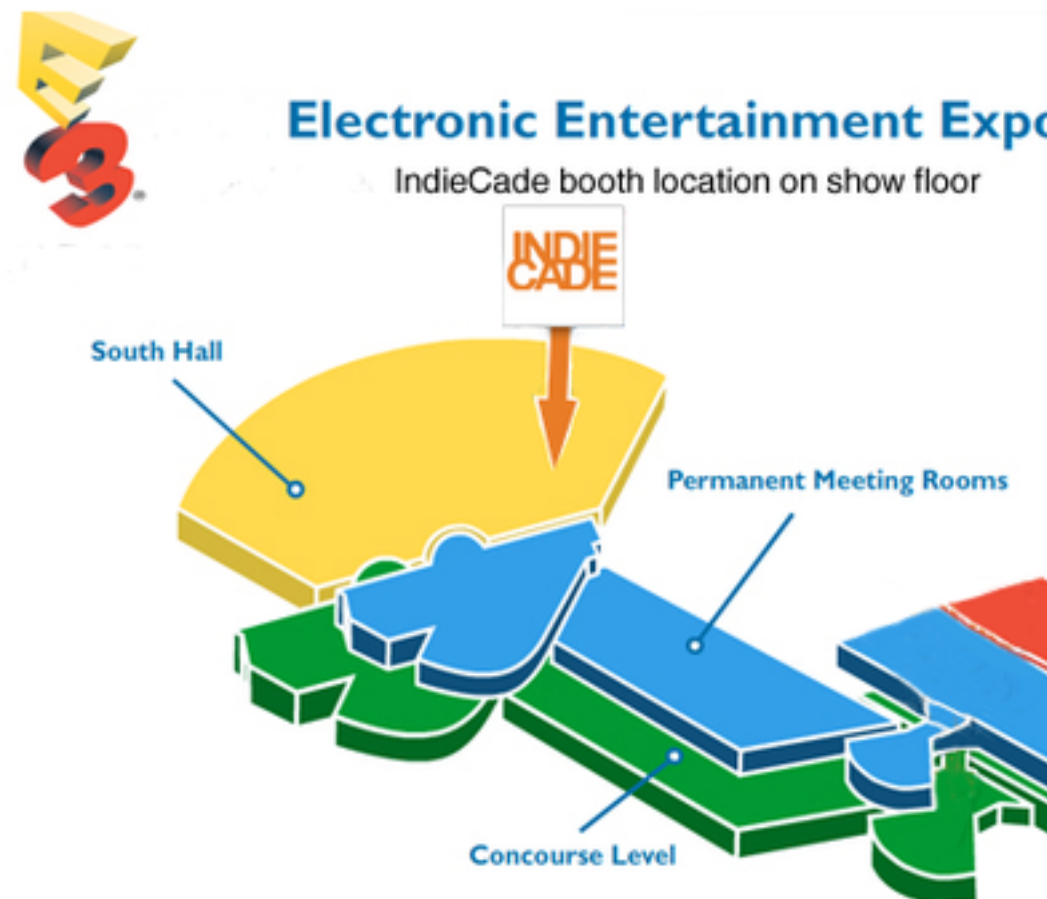
you to decide. The cops checked to see if the OUYA stand had rights to be there, and they sure did, meaning the cops left. However, the ESA felt this wasn't fair to the booths at E3, who had paid to be there and had all the marketing done to promote their games and products. However, OUYA had paid money to get their area across the street. It's all how you look at it, and we aren't going to take sides.

Overall, E3 this year was a thrill, for both people who follow triple-A titles and the indie movement. Sony and Microsoft showed off their new consoles, and only Sony showed interest in the indies, as well as gamers, since Microsoft is alienating their market and trying to promote it to people who want to buy another cable box/Netflix machine. Sorry if we're offending you, Xbox One fans, but it really

doesn't appeal to us, nor most of the gaming population.

With three consoles open to indies, Sony seems to be winning their heart in the big leagues, and tons of new fans were created for the OUYA this past week. E3 2014 is a year away, and we'll make sure to do another article then, showing if Sony's still true to the indies, if OUYA is still around (we really hope so!), and if Microsoft continues to neglect the indie population. Nintendo didn't have a huge press conference this year, and we only saw a few indie titles coming to their consoles, none of which really stood out. Send us your reactions and feelings about E3 this year to feedback@IndiePowerMag.com. ∎

West Hall

SUPER MEAT BOY

Against all odds, a skinless boy has brought many valuable design lessons to the indie community. In our "What You Can Learn" articles, we aim to dissect indie games and find out what makes them so great, and what other indies can do to replicate the success of the many games that come precede them. (We don't recommend copying ideas, though! We're looking at you, Vlambeer cloners.)

Super Meat Boy is a fantastically produced platformer. Edmund explained a bit of the genius behind developing the levels of the game in **Indie Game: The Movie**, where he explained how making the earlier levels a way for the player to learn how the mechanics work. The players quickly discover how they can move their skinless boy around the world and how he interacts in multiple scenarios. When new mechanics are introduced, they are usually not extremely difficult to maneuver around, but just levels later, they can become hell for the player when used in new ways.

Making sure the player is rewarded early on is an important aspect to making the player want to continue playing. If they feel they're being defeated, and cannot move on, they're most likely going to try for a little while more then quit. Many gamers have stopped playing certain games once they get stumped, and come back to them when they're feeling up to the challenge. This isn't always the case, though. Team Meat made the level selection menu have all the levels of that world available, with bosses being unlocked when 17 of the 20 levels were completed. Allowing the player to skip over a level and come back to it helps keep the player in the game; they always have more levels to play even if they get stuck. While many linear games can't do this, games such as Super Meat

Boy can and it is a fantastic tactic in making sure the player doesn't leave your game, possibly forever.

In order for the player to feel rewarded, it takes some effort in level design. A great number of game developers, especially when talking about platformers, recommend to make death in a game feel like the player's fault, not the game's. If the game is the reason behind the death (terrible controls, impossible levels, etc), the player will get extremely frustrated and have a negative experience. If the death is because the player isn't experienced enough, they will continue trying and eventually succeed, producing an unparalled feeling of joy.

Super Meat Boy has phenomonal controls, and as GameSpot once said, "the controls are merely an extension of your thoughts." Producing a game with smooth, thoughtless controls is crucial to making a good experience, and even more-so important if the developer really wants to immerse the player into the world. No one's going to feel like they're actually inside the game world if they have to think every time they go to press a button, or have to do button combinations that aren't smooth. Keep the player in mind, and try to find a solution that feels completely natural.

Going back to mechanics, another thing that Super Meat Boy does at a level higher than most game is reinventing their mechanics. The obstacles in the game are used over and over again, but it doesn't ever really feel like the same jump happens twice. Every level has a unique feel to it, and requires different movements to navigate to Bandage Girl (whom is the goal in each level, in case you didn't know).

Also previously mentioned, the leveling curve in Super Meat Boy pushes gamers just right. There are
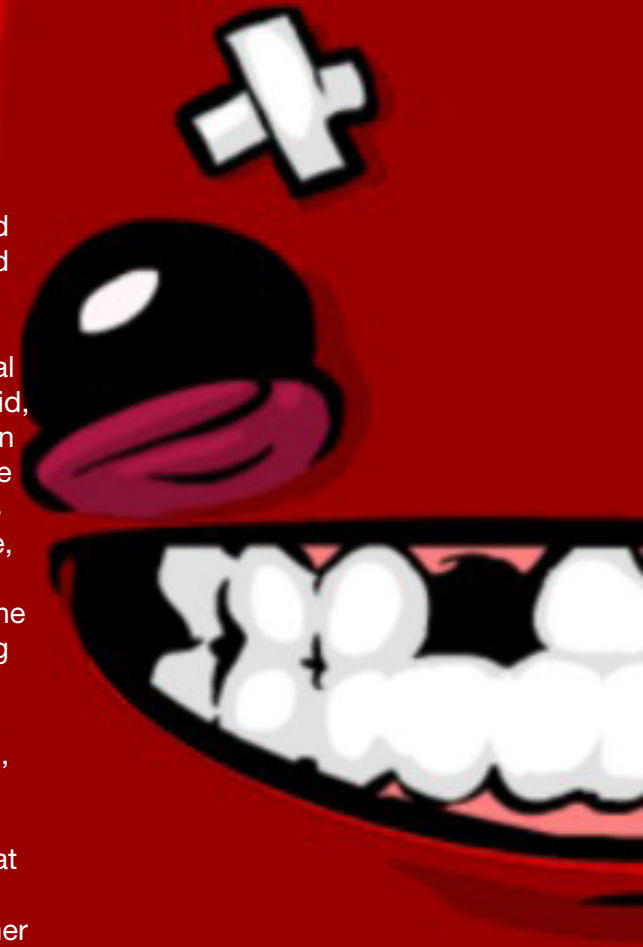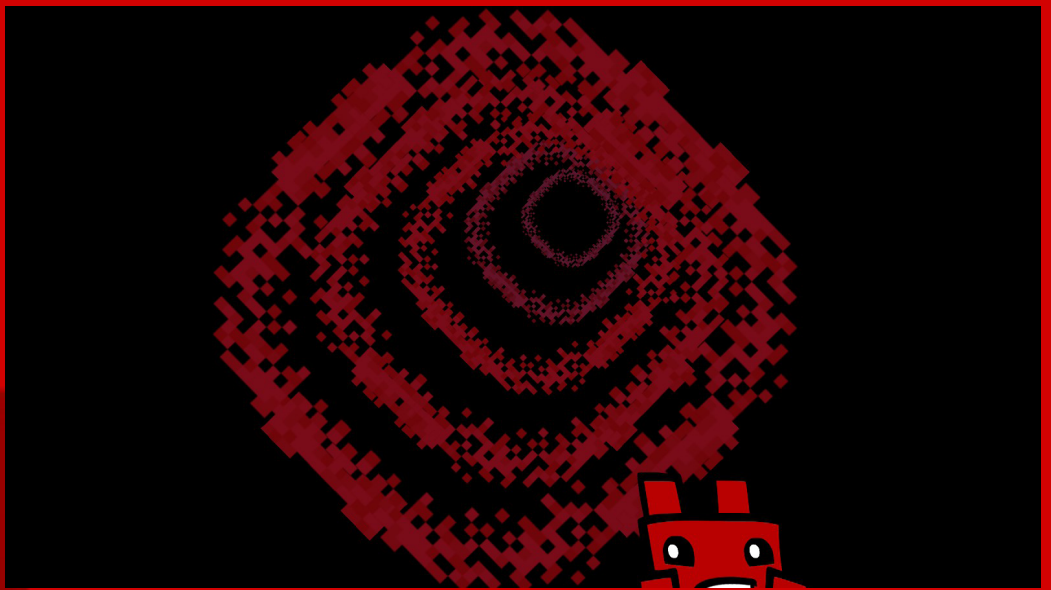
too many examples of games that get hard too fast, and they do nothing but alienate the player. Don't be afraid to put in a few extra levels to help the player get the experience that they need to complete later levels.

The challenge itself is also something to look at. What is the challenge? Is it hard because it's harder than what the player has seen so far, or is it an impossible feat that induces fear into the player upon first sight? There's been a few platformers that have come out that are made to be nearly impossible, and they don't really depend on skill, but more-so remembering the insane maneuvers the player needs to make or being lucky, such as obstacles that run on random timers. This goes right back into a previous point, make sure the death is the player's skill not being good enough, and not the game brutally murdering the player.

Now, we're mostly looking at level design and the actual underlying game, but we'd like to break out of that a bit and look at assets that your senses pick up. First off is the fantastic art inside the game. Super Meat Boy doesn't quite look like anything else on the market (if you take any really good indie game, chances are it follows this rule), and sticks out in the ever increasing list of indie productions.

What makes the graphics good? This is an obvious answer: they're visually pleasing. But there's more to it than that - they fit with the game's atmosphere. Super Meat Boy is a quirky game with some great humor, and the cartoony art style reflects that. The art style sometimes changes in "warp zones", where the player has to complete a series of levels to either pass it or unlock a new character. Many of these have different art styles to reflect the style of level design the levels hold, whether the level is inspired by the Game Boy or early arcade machines. These warp zones also act as secrets inside the game, awaiting for the player to discover them. While some are harder than others, it's easy to agree that finding them is a blast. Art can either enhance or completely change the atmosphere of a game, and is one of two key factors in creating the world a designer dreams of.

The other half of this equation is the music, which Super Meat Boy does not disappoint with. Its popularity in the gaming community has inspired covers of the songs by YouTube hit musicians such as FamilyJules7X. Each song has its own feeling and brings the experience of each part of Super Meat Boy alive. The menu music is calm and relaxed, allowing you to take your time to figure out what level you're going to try next. The levels have fun music to keep you going, and boss battles feature high tempo music that induces ideas of ripping your skin off and becoming Meat Boy

GRADE A+
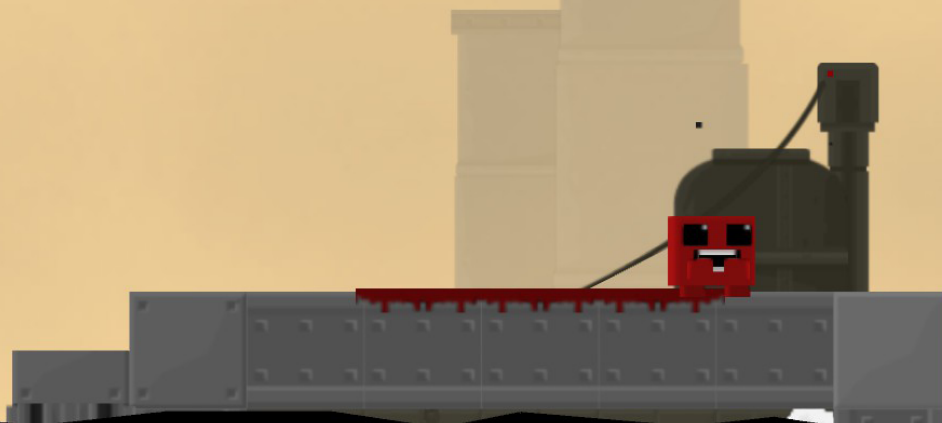
yourself. Wait, maybe that's just me.

Sound effects are necessary to give the player feedback that they've done something, whether they're clicking a button, running into a wall, or flinging Meat Boy's meaty persona across the screen. Little details like this enhance the experience and bring the game to life, as do the many aspects we've mentioned before.

Team Meat used both visual and sound assets to craft the experience we know as Super Meat Boy. The levels make it very clear what is what. Walls, obstacles, the background, and meat boy all are easy to distinguish. Sound effects help remind the player what actions they're taking as well as alert them of what else is happening in the level around them. Hearing a missile coming at you is a frightening experience, and seeing the missile without the sound effect wouldn't provide anywhere near the excitement it actually provides.

We haven't mentioned story, and part of the reason is that it's important to remember that games can be used to tell stories, but they don't really mean anything if the underlying game isn't interesting. Books are stories, but have to use interesting

ways of putting words together to make the story worth reading. Movies are stories, but have to do more than have a bunch of characters standing around talking to be worth sitting through. Games are even more involved, and the story inside needs to be accompanied by a fantastic experience. Team Meat definitely understands this, and makes the story more of the underlying part of the game, making it minimal only having it there to give Meat Boy a purpose in taking this journey across the many levels that await him.

Super Meat Boy isn't shy to make references to other games, and helps relieve the player of the intensity of the levels they've completed by adding in humor. Whether intentional or not, the humor helps calm the player back down, getting them a little break from mashing buttons to move the square boy to his love.

Speaking of other games, Super Meat Boy has many unlockable characters from other games. This allows the player to try beating levels with the different skillsets provided by each. This sometimes makes the levels a bit easier, and provides a different experience after a player has

mastered a level.

Team Meat experienced the thrill (hope you're picking up the sarcasm) of working with Microsoft. Like many indie developers before and after them, Team Meat had a rough time dealing with Microsoft. Developing for consoles is a completely different ballpark than the PC, and if the thought of publishing to consoles ever crosses your mind, we highly recommend you do some research to find out the ups and downs of each platform. Don't fall victim to a poor experience working with the "big kids".

Overall, this game has polish. Tons, and tons of polish. Team Meat made sure that everything was just right - from cute animations to perfect controls, from the blood-pumping soundtrack to the exceptional level design, Team Meat made sure everything was just right. Super Meat Boy deserves the praise it gets because the team put in their all and made sure to put out a product that was pure fun and joy. Next time you play Super Meat Boy, really pay attention to how much detail was put into the game, and what parts really make you smile. ▪

AN UNTITLED STORY

An ironic name was placed upon Matt Thorson's take on the "Metroidvania" genre, which is a fantastic platformer that doesn't quite get the recognition it deserves. Unlike Super Meat Boy, An Untitled Story is an open world game, with many secrets to be discovered across the vast world. If you haven't played An Untitled Story yet, we both recommend you to play it and to not read this article, as we are going to talk about secrets and spoil parts of the game for those who have never experienced it before.

No one screenshot of the game can capture the magic that unfolds in the journey taken in An Untitled Story. AUS doesn't give any clear directives, or goals, to the player. Instead, the player starts as an egg in a nest, with the sole guidance of which buttons move the egg.

Matt didn't feel he needed to hold the player's hand, and allows them to explore the world and find out things for themselves. It's great that he does this, because we don't need our hand held, nor are we too stupid to figure out where to go and how to play. Traveling around introduces you to new objects, from snails to birds, from save points to orbs. Abilities for your character are scattered across the realms waiting to be discovered, marked by a blue orb with four polygons circling it (see the top right of this page). These abilities vary greatly, covering fireballs, iceballs, jump upgrades, sticking to ceilings, and many other abilities to help explore new areas.

Hearts are dispersed across the world, each increasing the maximum health by 10. They look much like the abilities orb, except the orb is a heart with red rotating polygons to match it. Matt makes some of the hearts easy to get, some are hidden within puzzles and secret areas, and others are just plain hard to reach. In certain areas, there's a heart at the end behind a "heart door". This door can only be unlocked by having full health, requiring the player to complete the entire area without loosing any health. This creates some replay value, and gives the player a goal to strive for once they've completed the game, as 100% completion in An Untitled Story is a nightmare to achieve.

Having these hard to reach hearts have two benefits: they increase the player's max health, and they also help tone the player's skills for later challenges. Sometimes the challenge doesn't even seem possible until an ability is found later in the game. There's a stretch underwater that seems impossible to move through due to the fact that the egg's breath is limited, but once the "Breath Underwater Longer" abilities are unlocked, it becomes much simpler. Even some entire areas seem out of reach, such as Skysand, which has an impassible wall of fire, which can only be destroyed by using the icebreath ability found in Deepdive.

There's well over 20 different areas in the game to explore, with some of them hidden cleverly by walls that aren't solid. While it's not recommended to hide things from your player like that in a linear game, sometimes it's okay in a non-linear game if the secret isn't too obscure. By providing multiple places for the player to explore, they don't feel pressured to go one way and always have the option to go another way if they get stuck. Like we said in the last "What You Can Learn", it's not good to have your player be stuck and not able to move on, because they'll move on from the game. Providing another level, or in this case area, to try, they will have something to do until they're ready to try the other area again.

The controls in AUS are super tight; the player never feels out of your control. Remember, make the death the player's fault and not the game's! In AUS, there are a few instances where the game does kick your butt, but for the most part, if you can't pass a stage, you just suck and need some more practice utilizing the abilities of your little egg.

Now, for those who have played the game, they know that you eventually hatch. How, however, is cleverly hidden in the game, and ties back to our point about Matt not holding our hand. The "instructions" for hatching your

egg are marked in a secret room hidden in the caves the first boss dwells in. The cave drawing shows two birds bowing down to a statue, and then an egg being hatched. Sounds like the duck ability had more than one use.

Matt does this a lot in the game, by having abilities have more than one use. Fireballs are used to activate blue platforms, which are just particles until hit. They can also use fireballs to light certain objects, illuminating a small area around them. Falling allows the player to break through passages, break open pots, and is used a few times to unlock secret areas and hearts. A mechanic in a game is always much more interesting if it's useful for more than just one action. However, if you're making a game console, it's not always interesting to make it more than just a game console. I mean, I already have a cable box to watch TV with.

The bosses in AUS are remarkable, and break the typical hack n' slash boss battle scheme. Many bosses are beaten by stomping on top of them, an idea as old as video games themselves. Each boss has its own set of attacks leading up to the time where they've vulnerable to the player's stomp or attack. A personal favorite is the boss in Firecage, named FireMachine. This boss shoots out super slow moving fireballs while a spinning laser with a gap in it circles the screen. As you deplete the boss's health from 4 to 0, additional lasers appear, two of which have a gap that opens and closes.

The bosses in this game aren't like any other bosses out there. This helps set AUS above other platformers, and we hope to see creative bosses in other games as well. Some other indie platformers that feature great bosses are Super Meat Boy, Psychonauts,

and Braid. Really take a look at how much detail and creativity is put into each boss, not only with its attacks, but how the player has to defeat it. Some of the most interesting boss battles are in how they are won, not from who the boss is.

AUS is a fantastic example that games do not have to feature great art to be fun or playable. While the animations are great, the style of the art makes it look like it was drawn by a first grader with a marker. It is also very obvious where the walls are in relation to the areas in which the player can move. Particle effects help enhance the experience and are used in a unique fashion in fires throughout the game.

It's also good to learn from other developers' mistakes. Matt Thorson is basically an indie platformer god, and each title he makes corrects the mistakes of the previous and results in better and better games. The first complaint is that the game window changes sizes when navigating the menu (not the pause menu) as well as the game over screen. Coming from fullscreen to a 320x240 window is a bit annoying, and quite blinding if you're in dark area such as Dark Grotto. While this isn't a huge problem, it's still a bit of an annoyance and can make some players a bit crabby.

Cutscenes need to be skippable. Mashing a button to skip over the same cutscene you've seen a dozen times feels like torture, and is a simple addition.

Music in AUS is fantastic, but every time you unlock a door, grab a new ability, or snag a heart, new music plays and then the background music starts from the beginning. The first five seconds of each track drive me nuts, but the rest of each song is great. It also feels a bit unsmooth, as the music sounds like it's randomly restarting.

While trekking through some areas in AUS, the player has to use the fall boost (hold Down Arrow) while holding the up arrow to the get a jump boost. Holding both the down and up arrow feels extremely awkward, and is a bit hard to do at first considering a typical gamer alternates their fingers between the keys. The problem is pretty easily solved by playing with a gamepad or changing which key is mapped to jump in the game settings. Really pay attention to controls; they can make or break an experience.

Overall, An Untitled Story is a marvelous platforming experience every gamer should play. Featuring unique bosses, fantastic areas to explore, and difficult stages, this game is a masterpiece. From the jump out of the nest to destroying the final boss, every other step along the way is magical, with the others being absolutely infuriating with insane levels to navigate through. Take everything that An Untitled Story did right and wrong to heart, and use it to make even better games yourself. ∎

Background screens provided by Dodekuv via deviantArt

In this portion of the magazine, we introduce games that are coming out soon (or later in time), and write up an article based on the game's current state, talking about what's great with the game and what can be improved. Remember this magazine is an interactive PDF, and you can click on many images and links to check out more information in your web browser.

Either keep on scrolling or click on an image to go to the article.
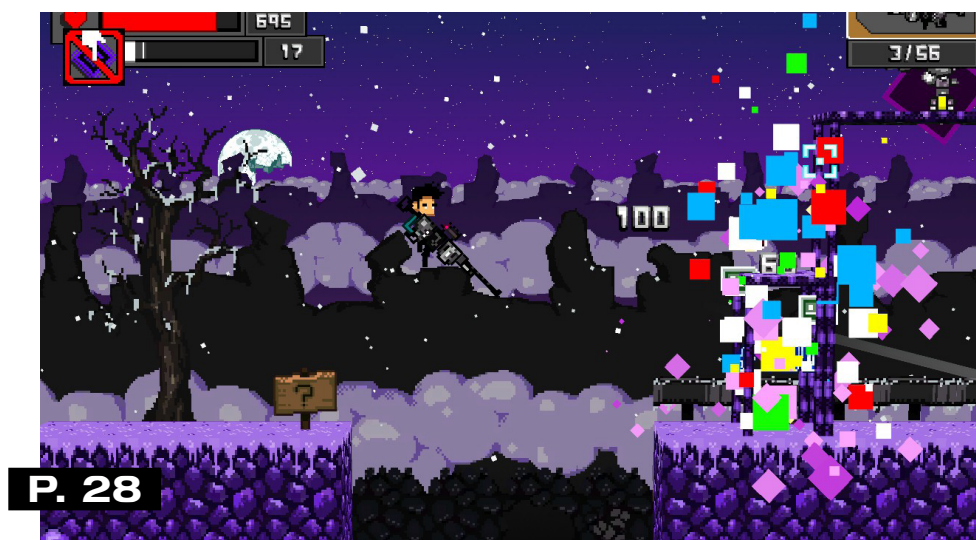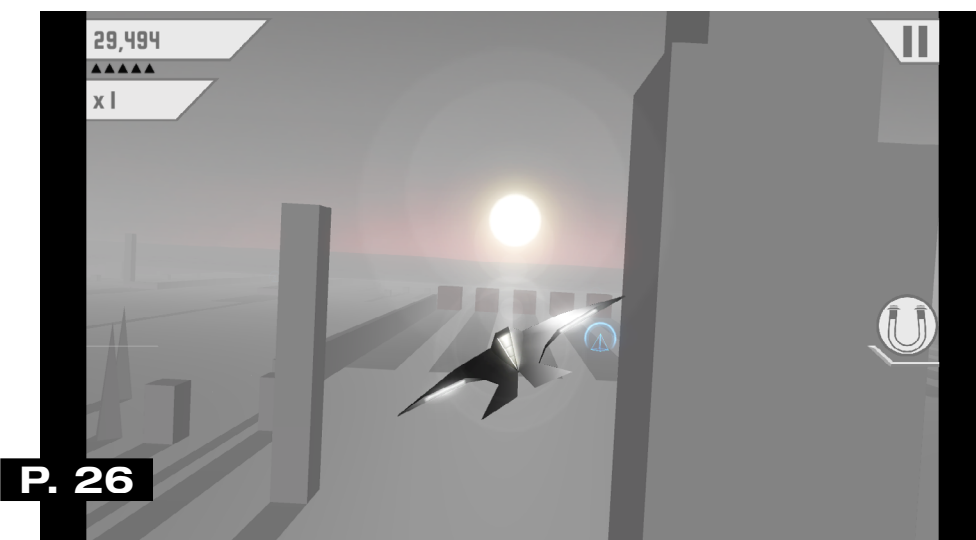
MOJANG has been keeping its latest project fairly under wraps until just recently. May 27th brought the launch trailer, release date, and price to our mouths, along with the date of the open beta release of June 3rd. We were fortunante enough to get two copies from Mojang (thanks Owen!), one for us to test out the game and another to give away to a lucky reader (check out the giveaways page for more information). Inside this preview we pick apart the battle system, types of scrolls, and multiplayer. Without further ado, let us enter the realm of

SCROLLS

which goes down each round. One of my favorite cards, INSERT NAME HERE, has a timer of three, which makes it attack less often than most of the other cards (which have timers of one and two). However, it has a base strength of 6, making it one of Growth's more powerful creatures.

It is possible to enhance your creatures even further with one of the two types of ability cards - enhancements. These range greatly in ability, covering the basic strength up to having more complex enhancements, which enhance your player but also leave them vulnerable in other situations. Some even allow you to return a card to your hand once it's been defeated, which I use

Scrolls was announced in 2011 and instantly became a game many decided to follow. The online strategy/collectible card game revolves around players placing scrolls on the game-board which become game pieces, ranging from structures to creatures, which are used to destroy the enemy's idols, found at the far end of the screen. That short explanation is only the tip of the iceberg.

The Scrolls beta almost makes you question if it is a beta, since the core engine is already in place and rather well polished. However, we reached out with one of the lucky 100 users to be accepted into the alpha, a player named Flux. He said that the alpha players were able to watch Scrolls "develop from virtually nothing", meaning much of which is available in the beta wasn't there before. The biggest changes since the alpha are launchers, factions, and more cards.

Factions are the first thing that you are introduced to in Scrolls. The three factions are Growth, Energy, and Order. Each faction has its own cards, which fight each other in a "rock paper scissors"-like fashion, as many of the players have described. Growth destroys Order, Order destroys Energy, and Energy destroys Growth. Maybe it's the other way around, but from what I've experienced, that's the system.

When battling, players must start off with zero resources, which are used each turn to place new cards. In order to gain resources, players sacrifice cards to get a resource of the corresponding type (signified by the faction it belongs to). Each sacrifice increases the max resources by one, which is replenished at the beginning of each round. Each card costs a certain number of resources, so obviously the more resources you have, the more powerful cards you can place, as well as more cards per round.

Four types of cards current exist, which can be grouped into two different categories - game pieces and abilities. These aren't the official names, but how I've decided to group them. Game pieces are comprised of creatures and structures, which are used for attack and defense, respectively. Placing creatures on the field allow you to attack opposing game pieces and the idols. Structures help keep both your idols and creatures safe from the enemy's forces.

Creatures can only attack once their timer reaches zero,

You'll need to pay a resource cost before playing scrolls to the battlefield.

Health represents the damage a unit can receive before it's destroyed.

Countdown shows how many turns you have to wait before a unit attacks.

Attack shows how hard a unit will hit when its countdown reaches zero.

Some scrolls have extra traits; hover over them to see how they work.

Special rules can alter the way scrolls work. Read them carefully!

on the INSERT CARD NAME HERE quite often, since it only has 1 life, which is pathetic, considering just about every creature's base strength is at least one. The only exception I can think of is the bunny. Yes, I said bunny, as in the cute little furry white things. They're quite annoying.

The other type of "ability" card is spells, which, for the most part, do damage to the other side, but sometimes deal damage to the entire board. These are very prominent in the Energy decks, and can completely destroy your rival if played just right. Trust me, I've gone from neck-and-neck to having a single creature left on the board. It's not fun being demolished. In fact, it's almost heartbreaking.

Scrolls currently features five different modes to play, including "Tutorial", "Trials", "Quick Match (Single Player)", "Challenge

Matches (Multiplayer)" and "Ranked Matches (Multiplayer)", with a sixth mode coming soon, labeled "Tournament", which should be an exciting update.

Multiplayer matches are extremely fun, but are also timed, with each turn lasting 90 seconds. In between laying out cards you can participate in the in-game chat, allowing you to get to know your opponent and talk to them about whatever is

on your mind. I met some pretty cool people, and hope that Mojang adds a friend feature to the game soon so I can reconnect with them and see when they're online. Currently, I just have their names scribbled in the notebook I use for game reviews, and am afraid I might loose the names soon.

Buying new Scrolls is a fantastic way to increase your power and amount of cards. You can buy new cards using in-game currency (gold), or by buying "shards" with real

world currency. The prices for the shards are shown in the image below. While it's a bit disappointing to see Mojang resort to this payment model, they can use all the extra money they can get. However, buying 2,900 shards is nearly the same price as the game itself.

Players can customize their avatar, adding a unique touch to every player. However, new avatar images can only be unlocked by purchasing them in the store (with either gold or shards), and doesn't seem to have any way to unlock via gameplay yet. The current selection allows for some interesting combinations, and I found myself creating a nomad-styled ginger. Oh wait, is that racist?

When outside a match, players are able to join chat rooms, both per-defined by the game as well as custom rooms that players can create. It is a

7

Kinfolk Jarl

CREATURE: Human, Kinfolk

3 **2** **6**

* Relentless

For each creature adjacent to Kinfolk Jarl, Kinfolk Jarl gains +1 Attack.

The strength of his people, to crush your people.

"This is overwhelming, and I absolutely suck."

My initial reactions were much similar to the quote above, and thankfully there's some great resources already available to help teach strategy and some information about the game. Check out the links below:

Video Tutorials: *http://www.youtube.com/user/Blinky00849*
Wiki: *http://scrolls.gamepedia.com/Scrolls_Wiki*

BretHudson vs. Twosaii (Sweden)

After I completed the tutorial, I decided I was already experienced enough to challenge another player. Never in my life do I think I've been so wrong. My Growth deck wasn't even close to a match for his Energy deck. While the screenshot above shows us neck to neck, later in the battle he completely demolished me, killing off all my characters, leaving me defenseless. Twosaii likes to guard the middle, and told me that it's a great strategy that everyone should use. He also explained that expanding your resources is important - if your enemy has double the resources you do, they'll be able to play twice the amount of actions. For every creature you play, they'll play two. Not a nice feeling. That being said, don't think about sacrificing for scrolls until your resources are at least 6 or 7. By then you should be able to play most cards and rack up some cool combo moves, allowing for domination. Sadly, world- I mean, board domination wasn't in my plans, and Twosaii destroyed a third totum before I even got a single one of his under the half health mark. We exchanged contacts and moved on to yet another challenge in the world of Scrolls.

BretHudson vs. Mr_FJ (Denmark)

Alright, I've had some experience, witnessed my first defeat, and bought some scrolls from the market. I was ready to dominate. I connected with Mr_FJ, who, like Twosaii, was using an Energy deck, which, in the "rock paper scissors" system is above Growth. So, I was at a disadvantage once again. This wouldn't stop me, though, and the game seemed to be pretty equal. I finally got the upper hand, only to be back handed seconds later when I made a silly mistake, costing me the round. Be very aware of your actions, clicking the wrong character or sacrifice button cannot be undone. Mr_FJ's deck was not a base Energy deck; it had been slightly modified from cards Mr_FJ had purchased/traded with other players. Chatting and taking notes seemed to kill me a little bit, since I kept forgetting the rounds were timed - 90 seconds to complete your actions in a multiplayer game. In the end, Mr_FJ obliterated every one of my pieces except one, as shown in the screen above, where a little over half his playing field is being run by the creatures he put out. Once again, I said farewell and went onto playing some single player levels.

tad bit annoying that you can't stay in these rooms during matches, but makes some sense in multiplayer matches since you are timed. Having the chat in single player matches seems like it wouldn't be too much of a problem.

There's a few different pre-made chats by Mojang, including "General", "Trading", and "Strategy". While the rooms are often full, there are more rooms to join using similar titles, such as "General-2" and "Trading-3".

Trading was a feature I felt I needed to try out, so I took a look at it and did a temporary trade with another player (AshenWings150). When a trade occurs, the players are brought to a new screen where they can pull over cards and input amounts of gold. To aid negotiations, a custom chat appears at the bottom with both players present. The trading room is ALWAYS full, and is hard to read, since a new message shows up nearly every second. Trading seems to be

a major part of the gameplay experience for many Scrolls players, but I haven't seemed to have gotten into it yet, most likely due to the fact I haven't fully immersed myself into the world and still have yet to discover how to strategize well.

After taking a five day break, I realized my world ranking had dropped from a number in the 8-thousands to about 15,000, which was a pretty depressing discovery. That shows that the Scrolls community is growing at a rapid pace, and should

Interview with SyMadude23 / Max Sydow (Scrolls player)

What were your first impressions of Scrolls?
I expected and anticipated a lot from Mojang's next game, and they fulfilled what I had expected. At first it was really confusing, but after a few games you get used to it.

What do you really like about Scrolls so far?
I love how an entire game can be changed with one card. Its very cool when it happens to yourself, but against you it's heartbreaking.

What do you wish Mojang would change in future updates?
They NEED to add a friend system. There have been a lot of games where I have met people that were very friendly and challenging, and I would want to play with them again.

What are some of your other favorite indie games?
Minecraft is an obvious game most people would glorify from Mojang. I too love to play Minecraft whether it's a multiplayer server or just normal single player, each world has something different.

Any other words? Usernames you'd like to share?
Username for most games: SyMadude23
League of Legends: SyMa23

Interview with R1502 (Scrolls player)

What were your first impressions of Scrolls?
When I got Scrolls on the day Beta Mode began, I was extremely excited, as I had always enjoyed this type of game and had seen Mojang's abilities through playing Minecraft. As soon as I began to play, I began to like the original yet appropriate look of the game, as well as the easy-to-understand introductions and tutorial. Although I have not progressed very far into the game, it is definitely turning out to be a great PC gaming experience for me, and one that keeps me engaged and interested. The Arena provides constant gameplay for "Scrollsters"; the chat rooms allow players to join challenges, make friends, and trade their way up to higher Scrolls; and the deck builder, store, and avatar sets allows players to customize their gaming experience. Mojang has obviously worked hard to create a game with not only a concept already known to gamers, but one that puts new, never-before-seen elements in as well.

What do you really like about Scrolls so far?
I really like the fact that Mojang has added chat room joining/creation so that new and old players alike may gain assistance and assets easily. Also, the Deck Builder is great to me, because it allows me to get an overview of what scrolls I have and what kind of combinations will earn me a victory.

What do you wish Mojang would change in future updates?
I hope that in future updates and as the official release opens that Mojang adds more features to the chatting box, such as chat commands and possibly better redirections when a room is full. Also, I think that the Deck Builder should be able to sort cards by rarity, as newer and even older players sometimes are having trouble identifying rarity levels based on a scroll's fraying edges. Finally, I have heard many complain of the lack of diversity in male avatar sets compared to female ones, and I think Mojang not only needs to add more male options, but more of both as even the avatar kits in the store seem similar at times.

What are some of your other favorite indie games?
The only other Indie game I play is Minecraft, but I do know that it is technicallly no longer an Indie game. However, I enjoy playing it greatly.

Any other words? Usernames you'd like to share?
My Minecraft and Scrolls usernames are both R1502, so feel free to talk to me on either! I hope Scrolls becomes a great computer game that many people will enjoy to come!

provide some great variety in the people you'll meet, most of which are actually really friendly.

Rare cards (known as rarities) are a common element in card games, and are marked in Scrolls by how torn up the edges look. Rare cards are hard to get from the store when buying single cards, but when buying 10 card packs, you're guarenteed 1 rare card and 2 semi-rares. The rare cards usually have some pretty great specs, making them a fantastic addition to your deck.

Buying a second type of deck costs quite a bit of gold (3500), and I haven't quite gotten around to being able to afford a second deck yet. I'd love to experience the Energy decks that keep destroying me, as well as try out the Order faction. There is a rumored fourth faction coming soon, which should make things even more interesting. I'm thinking of saving up for one of those.

You can get gold by winning matches as well as completing the trials. Trials are organized by

difficulty, starting out easy and getting incredibly difficult. Some users have said that winning the hard matches is almost too much luck, and are only won by waiting for the enemy AI to slip up. While this may be the case, there's always the possibility that we don't have the cards needed to defeat them yet since the game is so early into beta - there's still hundreds of more cards that are coming out. We might just need them if we want to stand a chance in the later trials.

Though the game has quite a bit to implement before it becomes the great CCG it can become, Scrolls already is an immersive game with endless fun ready to be found. Some may argue that Scrolls is not an indie game, but it still is an independently developed game by small studio Mojang. It's on the fense, and while we probably won't cover the next major Mojang title, this one still counts as indie to us.

Scrolls is available on Scrolls.com for £12.95/€14.95/$20.95. The game is currently available Windows and Mac, with no other platforms currently rumored. So what all does the beta contain? "Buy it at this discounted price and you'll get future updates for free. It's like that other game, the one with Creepers." So, not only do you get the game early, but you also get it at the discounted price, much like Minecraft.

Let's go a bit more in depth with the decks. You can mix and match cards in any way, as long as your deck has 50 cards, or else it'll be marked "illegal", and non-useable in battles. The only problem with having cards from multiple factions in your deck is that in order to use the cards, you still have to have resources of that faction, meaning in order to use most of your cards, you'll have to take twice as many rounds worth of sacrificing as your normally would using a deck containing only one faction. There are cards that you can use that increase your resources in another faction, which is a pretty interesting ability. I have still yet to play a match where I run out of cards, which I'm not sure if it's even possible.

The homepage on Scrolls feels completely different than any other menu in the game, showing an updates feed in the middle, statistics about the game on the right, and a twitter feed from the developers at Mojang

Interview with Mr_FJ (Scrolls player)

What were your first impressions of Scrolls?
Well I have been following the development for a long time, and I've played a bunch of Magic the Gathering in the past, I think that sort of colours my first impressions :)
When I started playing the game, everything felt very intuitive, and I quickly picked up on what to do. The game is so much fun playing, and the trials have a nice difficulty curve. It's as good as I expected! ;)

What do you really like about Scrolls so far?
I really like how well the cards, and the hex battlefield, synergize with each other. It just feels natural. Unlike other digital TCG's I have played, you can't purchase "boosters" for real money! What you can use real money for, in Scrolls, is actually pretty limited, and feels fair to me.

What do you wish Mojang would change in future updates?
Well… There might be a problem with the economy in the game… the problem is, that scrolls are very cheap. It might seem like a good thing at first, but it has two negative results: 1. You quickly run out of unique cards to find, and get bored. 2. the market gets over saturated! It's only been under a week, and it already seems like there are A LOT of scrolls in circulation. what happens when everyone suddenly has what they want? And what if someone just saves up his gold? Bad for the economy.
I suggest they add some sort of crafting system, maybe something like in Team Fortress 2. If not; some other way to "spend" your cards.

What are some of your other favorite indie games?
Hmm… In no specific order: Minecraft, Awesomenauts (Amazing soundtrack), Bastion, Don't Starve, Kerbal Space Program, Little Inferno.

Any other words? Usernames you'd like to share?
Well hmm, what to say. Um, hello! I study game development, and I have a Minecraft server, that I've been neglecting a lot. You can view my nice collection of apologetic messages on my servers website: mrfj.webs.com {Vague attempt at humor}

I have been following Scrolls since Mojang first started talking about it; and before that I have been following Mojang since I first bought Minecraft, which was… Um… I don't know, right when multiplayer survival was added. Anyway, cut all that out! ;) Scrolls! Ignore my rambling! Scrolls! I like it!

Interview with Twosaii (Scrolls player)

What were your first impressions of Scrolls?
Scrolls is a game I didn't know I wanted just until recently. I have been watching the game since the start of the development on it and I must say that I didn't find it interesting at all. In February I forgot about it though. What happened was that I catched up on playing the card game Magic The Gathering with some friends. I played it some years ago, but now I started again. I found myself really liking the strategy elements of it, and I was baffled that I liked it again since I had quit it because of boreness. So since the start of the year I have been playing a lot of the game, and it was just a week ago that I noticed TheCynicalBrit had uploaded a video about Scrolls. Since I have been an active Minecraft player I wanted to see the new Mojang game. I sat down and watched, and there I saw those strategy elements I had liked so much in Magic The Gathering, but better. So yesterday I bought it, and I really like it.

What do you really like about Scrolls so far?
I like the game board. Without it Scrolls wouldnt have been anything unique. Plus Video game CCGs without any kind of movement are just unecessary.

What do you wish Mojang would change in future updates?
The starter decks. I wish that they would make it possible to mix decks when choosing your first one.

What are some of your other favorite indie games?
Minecraft when it still was an indie game. I like Terraria too, and Amnesia.

on the left.
Scrolls was intended to be "the game missing from the market", and whiel the game is pretty unique, there are plenty of collectable card games out there. Whether or not they make it the game missing, is something only time can tell, and we'll be looking forward to finding out if they do just that. ∎

RACE THE SUN

Price $9.99/€9.99/£6.99 **Platforms** PC **Genre** Racing **Developer** Flippfly **Release Date** June 2013

Race The Sun sounds like a strange title for a game, but actually sums up what the goal is pretty well. To progress through rounds, one must avoid obstacles in a race against the sun - to see how far you can get before the sun sets, powering down your solar powered craft. While the first few runs seemed alright, the game really picks up once you've started to level up, unlock new abilities, and progress deeper into the world.

Currently in beta (version 0.40 as of writing this), Race The Sun is already an exhilarating game with tons of potential. With new surprises hidden right beyond the horizon, this game seems to always have more to offere every time I boot it up.

Race the Sun is expected to release this month, and has quite a bit to implement. The trailer shows off a lot more than what's currently in the game, and the two man team are super busy preparing the updates. The next few beta builds will offer a world creator, level-cap being raised to 25, hard mode, portals to other player's worlds, and more. While the current price tag of $30 seems like a bit much, especially with most indie games releasing for $5-$15, these extra features might make the price tag seem more justifiable, and will project the game closer to becoming an indie gem.

Enough with the future, let's talk about what's in it now. Race The Sun already has the entire core engine complete, with only additional features needed to be implemented. The level cap is currently at 6, and one playthrough brought me to the max pretty quickly, unlocking abilities such as the magnet, jump tokens, and some multiplayer features. As shown in the screenshot below, the player can pick up tokens, three of which are currently implemented. Blue tokens increase your score, and getting 5 in a row boosts the score multiplier, allowing you to get some insanely high scores to compete with other players on the online scoreboards. Yellow tokens make you move twice as fast, and also "reverse time", making the sun go back up in the sky, lengthening your ride by another 30 seconds.

The levels in Race The Sun change daily. This means every time you play in a single day, the level will be the same, and from what we understand, every other player will be playing the same level. While this sounds repetitive, it's quite the opposite - the level is unlimited in every direction, making each playthrough completely unique as you
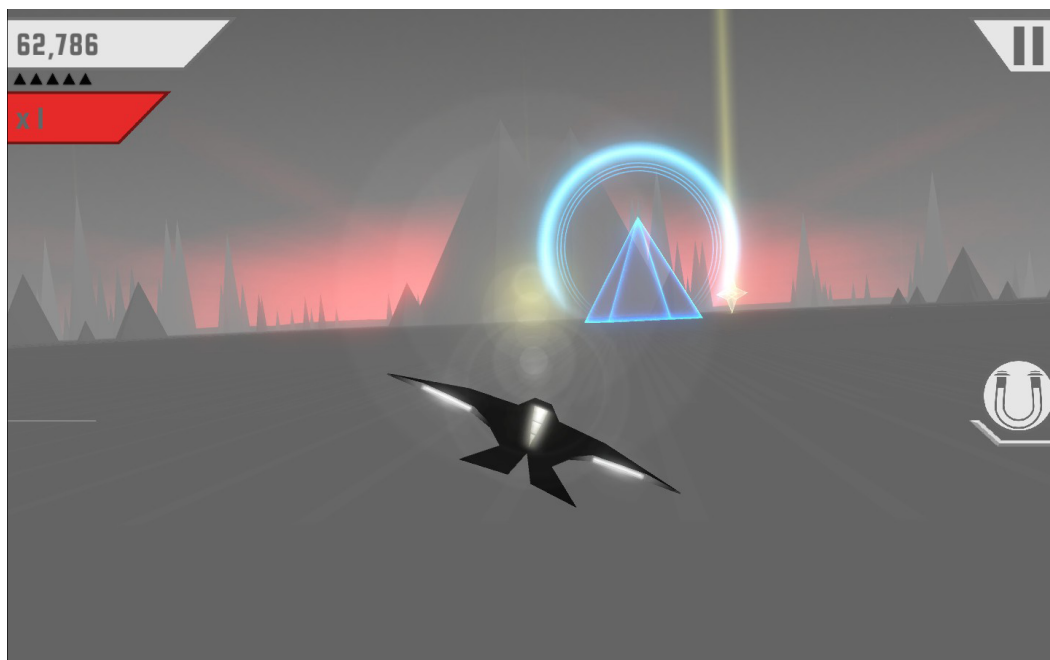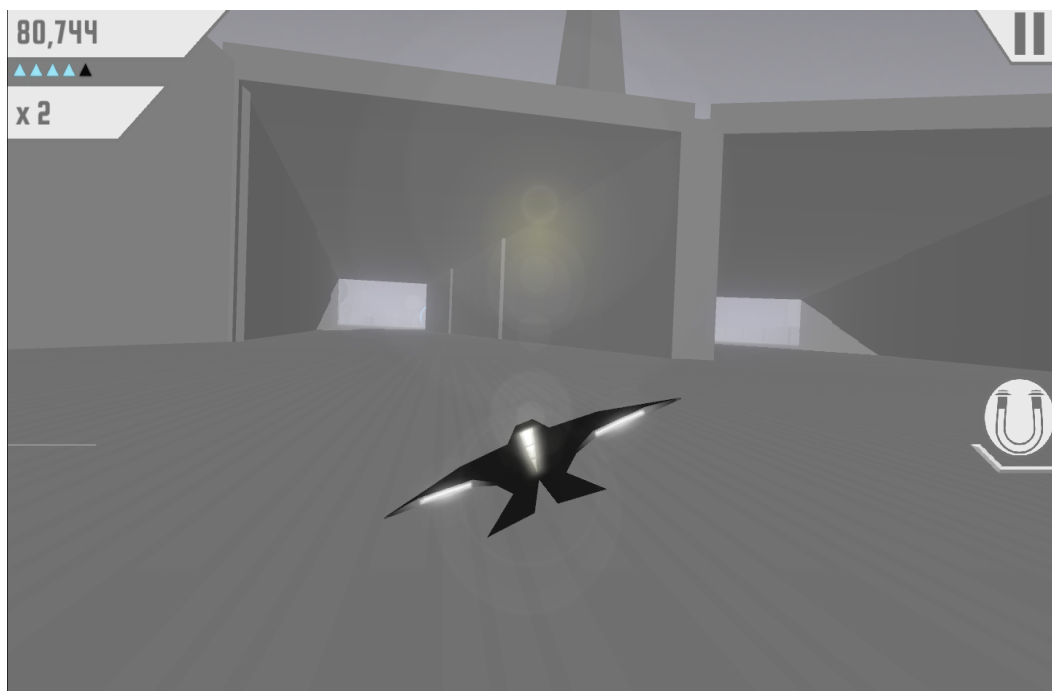
travel different paths and try to grab tokens that you saw last time but were too far away to grab.

The game currently lacks color, which is something that is very much there in screenshots provided by Flippfly. The grey colors are most likely just there due to the fact the game is in beta, and we hope to see the colorful world emerge in future updates.

The game has one music track while playing (along with a second for the menu and death screens), and even though it's the same, it hasn't gotten old in the four or five hours I've logged into the game so far.

The controls in Race The Sun at first feel like you have almost no ocntrol over your craft, but after a few runs, the craft seems much easier to control. It feels much different than any other game, but slightly reminds me of Wipeout for the PlayStation 1. I haven't played the game in 10 years, so my memory of the game could be completely off. Regardless, Race The Sun's keyboard controls feel great.

I haven't had a chance yet to try out the mobile controls, as Race The Sun allows you to connect your mobile devices to the game in order to use the motion sensors inside to steer, tilting your devices left and right. It's exciting to see a PC game have the extra controls, and hope that they're nice and smooth. We'll most likely test them out when we review the final version of the game in next month's issue.

Crashing your craft and the sun setting are the only two ways to die, but the large array of obstacles, which get more complex and innovative as the ride goes on, provide almost too many opportunies to become a kamakazi. While it's disappointing, and almost a bit of a chore restarting after you've died, only smiles and laughs will occur when you've just barely knicked that wall, blowing up your ship. This game always brings a smile to my face.

The upcoming features are making me super excited, and really want to see how they will all work. There are some glitches and bugs in the current build, but they're forgivable since the game is in beta.

Overall, we see great things coming from Race The Sun. It's already kept me coming back for more, and with the tons of extra features, I'm glad to say that it might occupy even more of my time. Race The Sun is expected to get a 9 when it is released.

Help support Race The Sun!

Race the Sun - An Infinite Speed Experience
by Flippfly

Intense racing through infinite sandbox worlds. Includes community multiplayer and the Simplex World Creator.

Redgranite, WI

SUCCESSFUL!

107%	$21,579	FUNDED
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MOON RIFT

Price TBA **Platforms** iOS, Android **Genre** Platformer Shooter **Developer** Sam Hutcher **Release Date** November 2013

Moon Rift is an upcoming indie platformer shooting spree that just completed its Kickstarter campaign on June 5th. Raising $8,000, the game plans on initially launching for iOS and Android, with PC, Mac, Linux, and OUYA versions following shortly after.

Althought only in alpha, Moon Rift already has most of the core engine and functionality done, allowing players to test out the crazy shooter. In the demo level, which features an icy theme, players must collect 5 moon shards across the level. Doing so brings the magic of Moon Rift to life.

After completing the initial tutorial, which highlights how the controls work and some nifty features on how to check your guns and shift through them, I decided to take the challenge for the first level. While it felt a bit difficult and overwhelming, giving me over a dozen guns throughout the level, the journey was still highly satisfying.

Each gun has its own properties, randomly generated from some defaults, such as rifles, pistols, and other common guns. Some guns have abilities, which enhance your player. However, I just kept switching guns until I found a strong one without ammo, not having any time to look at the guns to strategize. I remembered that pressing E allows you to open your inventory, freezing time and letting you look through your wide array of weapons. This wasn't until towards the end of my playthrough, though, and would have been highly benefitial to my success.

What really makes this game stand out against similar games is the fantastic pixel art and animations. When you kill an enemy, they explode into a bunch of bright colored

squares, and fill up your experience bar, leveling you up as you go. From what I could tell, there isn't anything that the level does quite yet, but should have a huge impact on the final game.

Now, I'm getting somewhat sidetracked. The pixelated world, using a little 3D with the help of the Unity game engine, is spectacular, almost making you want to not kill that weird looking creature so you can get a good glimpse of what you're being brutally attacked by. The creatures also don't look like anything I've ever seen before, making me wonder what other amazing elements hide within the game.

A second run-through of the level made me realize that not only are guns randomized, but the actual levels are too. This made the second runthrough much more interesting, especially as it felt as if it was a completely different level. I even saw a few enemies that I didn't see before. The overwhelming factor went away, and I was able to use a special ability your character has more often and at better times, known as the "Shift" ability (activited by, you guessed it, the shift key). This puts a square around you and your enemies, trapping everyone's motion, and also allowing you to move in all directions

using WASD. Shooting enemies does extra damage as well. Using this ability right can help massively, and is definitely something to add to your strategy.

The wide variety of enemies helps keep the game from getting dull, and just becoming another "shoot everything quick" type of game. While in combat, you'll most likely find yourself jumping everywhere in order to stay out of the way of dogs, zombies, giant man-eating flies, weird squares that somewhat resemble Yoshi (only when they attack you with their super long tongue), ships, and soldiers that are out to get you. Thankfully, hidden in chests, there are many replenishers to help fill back up both your health and energy (which allows you to use that super awesome Shift abiiity we mentioned earlier).

The demo also showcases two stores in the overworld town, providing the player with guns and ammo to purchase. The guns in the shop range massively in both specs and price, and I didn't even bother buying any, since I already had about 15 from playing the demo level alone.

The abilities of the guns aren't explained in the game, which makes me quite curious as to what exactly they are. We won't be finding out until

the game is closer to being released it seems.

The game is in alpha, and as such, there are some spots in the game that could use some work. One of them is a problem I found myself having when working with Unity, which is a problem with text. The stretching of the text on different resolutions looks terrible, and certain portions of the in-game text were almost impossible to read, such as the menu. Thankfully, only three options existed, starting with "N", "C", and "Q". Wasn't too hard to figure out what the giant blurs said.

Moon Rift seems like it's going to turn out to be a fantastic game, as long as the developer gives us what was seen in the trailer. There's a lot of potential in this title, and we hope to see the potential achieved.

November sounds like its ages away, sadly, but chances are this fantastic game will be in our fingers before we know it. We really hope so, that is, because this demo doesn't show everything in the trailer, which leaves us wanting more. Believing only one person is behind the game, art, and music is insane, and shows some massive amounts of dedication and determination. We expect this title to score an 8.5 when it is released this November.
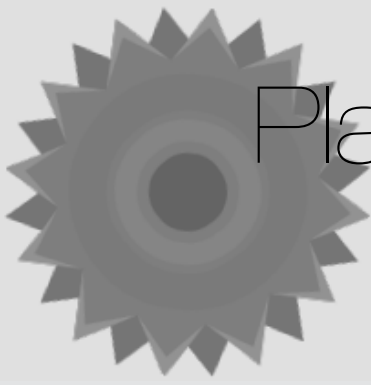
Platformer Physics Tutorial

I'm sure you've dreamed about making a marvelous platformer once or twice, and have probably built a couple prototypes or even full platformer games. However, if you don't get the physics right, the experience is awful, and sometimes unplayable. Here, we'll cover movement, variable jumping, pixel perfect collisions, wall jumping, and acceleration/friction. You ready? We sure hope you are. The entire code can be dowloaded via the link at the end of the tutorial.

About this tutorial

This tutorial isn't really going to cover a way to do it in any particular language, but instead is going to use loosely programmed code that can easily be converted to your language/engine of choice. Even though we will be covering pixel-perfect collisions, we will not be covering how to have your engine check for collisions; we're assuming you already have that figured out. Note: we are working at 60 FPS.

First steps

So the first thing we're going to do is implement two variables, xspeed and yspeed.

```
double xspeed = 0, yspeed = 0;
```

When moving your character around, it's much easier to modify xspeed/yspeed variables rather than directly working with the x/y coordinates. It will also help us with acceleration and gravity, which we shall implement next.

```
double gspeed = 0.5;
```

I find it a lot easier calling "gspeed" than "gravity", as well as "aspeed" rather than "acceleration". We will use these prefixes throughout the tutorial, and is fairly common in the game development community.

Now, what do we do with these variables? Adding gravity to your player is super simple, and only takes one line to implement (put inside player's update event/loop):

```
yspeed += gspeed;
```

Hitting compile isn't quite yet going to do anything - all we've done is add gravity's acceleration on the player. The first method to move the character is simple:

```
y += yspeed;
```

The only problem with this method is that it

doesn't allow for pixel-perfect collisions (actually, it doesn't even check collisions period. The following code will allow for those pixel-perfect collisions we promised:

```
for (int i = 0; i < abs(yspeed); i++)
{
    if (!collision("solid", x, y + sign(yspeed))  // If no collision...
        y += sign(yspeed);   // ...move the character
    else   // If there is a collision...
    {
        yspeed = 0;   // ...stop the movement...
        break;   // ...and break the for loop
    }
}
```

The code above loops for the value of yspeed, regardless of it's positive or negative. It checks the next space before moving into it, and if there's a collision, it sets the yspeed back to zero and breaks the loop. Pixel-perfect collisions in a nutshell. There are other ways to do this, but this seems to be one of the simplest.

Even though we haven't implemented any modifications to the xspeed variable yet, we'll add the code to move along the x-axis, which is almost identical to the y-axis movement loop:

```
for (int i = 0; i < abs(xspeed); i++)
{
    if (!collision("solid", x + sign(xspeed), y) // If no collision...
        x += sign(xspeed); // ...move the character
    else // If there is a collision...
    {
        xspeed = 0; // ...stop the movement...
        break; // ...and break the for loop
    }
}
```

Make sure to keep these two for loops at the end of your player's update event/loop.

Now, shall we add movement to the character? Many beginners will have left/right movement be more of a static

movement (which is perfectly fine), but we'll be covering how to make the movement be able to speed up and slow down based on how long the keys are pressed and the friction of the ground below them. You add these lines at the beginning of the update event/loop. The simple way:

```
if (/* If left key is held */)
    xspeed = -4;
if (/* If right key is held */)
    xspeed = 4;
if (/* If neither key is held */)
    xspeed = 0;
```

This limits the player to three speeds. While this is how some games are meant to be played, it's often times more interesting when acceleration and velocity are introduced. First, let's go back up by our xspeed/yspeed/gspeed variables and add two more:

```
double aspeed = 0.5;   // acceleration speed
double fspeed = 0.75;  // friction speed
```

We highly recommend trying out different values for these variables once we have them in place and working. Having the friction higher than the acceleration helps keep the player in control of the character, and making the friction lower will create more of a slippery effect. Here's how to use them:

```
if (/* If left key is held */)
    xspeed -= aspeed;  // Accelerate left
if (/* If right key is held */)
    xspeed += aspeed;  // Accelerate right
if (/* If neither key is held */)
    xspeed -= fspeed * sign(xspeed);  // Slow down the character
```

The first two are simple math expressions, just adding and subtracting the acceleration from the total xspeed. The friction expression subtracts the fspeed, but also multiplies it by the current sign of xspeed, so it'll make the value approach 0. (Don't worry, we're not about to go into limits!)

Let's add some polish!

If the examples aren't working right, make sure you've put them in the order we've said to put them in. You might have noticed that the player can accelerate their character to infinite speeds left/right. Let's fix this, by adding two new things to the code. First, a new variable to add to the "speed" collection:

```
double mspeed = 7;
```

Now, we make sure the player's xspeed isn't greater than the new variable: (add this right before the for loops)

```
if (abs(xspeed) > mspeed)
    xspeed = mspeed * sign(xspeed);
```

So, if xspeed is greater than mspeed, we set xspeed to mspeed times the sign of xspeed.

There is a seventh variable we're going to use, called "jspeed". This variable will be used for jumping.

```
double jspeed = 11;
```

Next, let's implement it, right after where we add gravity to our yspeed.

```
if (/* If jump key is PRESSED */)
    yspeed = -jspeed;
```

Make sure that it's only when the button is pressed, or else the player can hold the jump button and turn into a virtual bouncy ball.

Now, go up to the gravity, and right after it, add the following for variable jumping.

```
yspeed += gspeed;   // We already have this line in our code
if ((/* If jump key is not held */) && (yspeed < 0))
    yspeed += gspeed;
```

This allows us to hold up longer for higher jumps. The way it works is by doubling gravity while moving upwards if the player isn't holding the button. However, you only want to do it upwards, or else the player can slow down gravity while falling (which makes for a pretty strange mechanic).

So far, we have a solid platformer engine. From here, you could already start making your game. There's a few more things we want to cover in this tutorial, and they can be found on the next page!
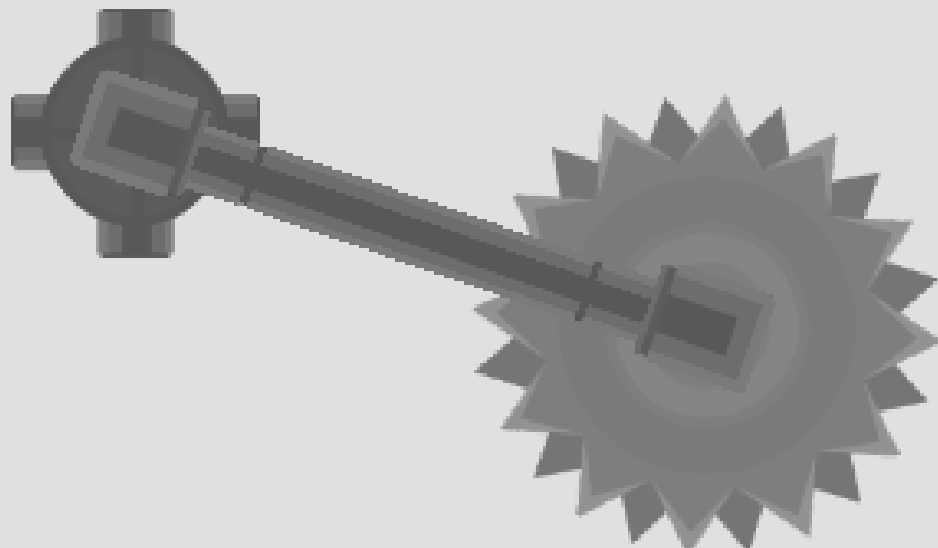
Wall jumping!

This is a method I figured out my myself after years of not having a clue how to implement it into my games. I was always looking at tutorials on the Game Maker Community forums, and they either didn't work or were too difficult to implement into my engines. While I might have just been too young to understand, none of the tutorials did it for me. Here's my way of doing wall jumps.

States

Many developers use what are called "states", and they're in simplest terms a way to categorize what your character is doing. We're going to use two states in this tutorial, both "INAIR" and "ONGROUND". We'll cover two ways to implement the states, both with an enum and with constant variables.

First, let's go back up to our variables and add a state variable, which will be of type integer.

```
int state = 0;
```

Next, we need to create the variables for the states. ONGROUND will be equal to 0, and INAIR will be equal to 1. To do this with an enum:

```
enum { ONGROUND, INAIR } states;
```

If you're unfamiliar with enums (which is short for enumeration), enums are a way to assign numerical values to variables in order. We could have an enum with the variables A, B, C, D... and so on, and each would have a value of the place they were put in the enum. A = 0, B = 1, Z = 25. They're very useful, and can be used in a lot of situations that seem more complicated than they should be.

If you're not comfortable with enums, or your language doesn't support it, there's another way to achieve the same effect in your code, using constants. If you have more than 10 states, this can be a bit tedious, but will still work just fine All you need to do is define each variable by itself:

```
const int ONGROUND = 0;
const int INAIR = 1;
```

Like we just said, this can get pretty messy fairly easy. So, we suggest using the enum method if your language/engine supports it. When I design my own platformers, I have many more states, such as "SLIDING", "LANDED", "JUMPING", and "FALLING". I use the last two in place of "INAIR", since it's much more accurate when making more complex systems.

So, what we can do is set these variables to our player to find out what exactly he/she is doing in the game.

The simplest way to implement this is to add the following at the very beginning of your update loop/event:

```
state = (collision("solid", x, y + 1) ? ONGROUND : INAIR;
```

If that looks completely foreign to you, you can either look up "conditional statements" on Google, or use the following code, which takes up a few more lines:

```
if (collision("solid", x, y + 1))
    state = ONGROUND;
else
    state = INAIR;
```

While we could update our current code in a few places to check states, we aren't going to do so. Instead, we're going to use them to determine if the player is in the air when against a wall. If the player is on the ground and next to a wall, we don't want them flying sideways, since they're technically not doing a wall jump.

Wall jumping! (Yes, for real this time!)

So what we're going to do is modify the jump statements. This is going to get a bit messy, and can be simplified by using functions. For the sake of simplicity (and writing code that makes you want to cry), we shall do it without using functions (not recommended when your code gets even longer).

The specific lines we're going to modify are these:

```
if (/* If jump key is PRESSED */)
    yspeed = -jspeed;
```

So, let's split it into two parts:

```
if (/* If jump key is PRESSED */)
{
    if (state == ONGROUND)
        yspeed = -jspeed;
    else if (state == INAIR)
    {
        // This is where the next chunk of code goes
    }
}
```

This should be easy to comprehend, we jump like normal if the player is on the ground, and if not, we wall jump if they're able to! The commented line is where the following goes, which will allow you to wall jump:

```
{
    if (collision("solid", x - 1, y))   // If the wall's on the left
    {
        xspeed = mspeed;   // Shoot the player right...
        yspeed = -jspeed;   // ...and jump!
    }
    else if (collision("solid", x + 1, y))   // If the wall's on the right
```

```
        {
            xspeed = -mspeed;   // Shoot the player left...
            yspeed = -jspeed;   // ...and jump!
        }
    }
}
```

So, the above code checks if there's a wall on the left - if there is, jump and propel the player to the right. An else if statement is then executed if there isn't a wall on the left, checking to see if there's a wall on the right. If there is, do the same but in reverse. We set the xspeed to mspeed (the maximum speed) so the player doesn't have to further accelerate when in the air.

Speaking of acceleration in the air, there's one more thing we need to put in to make the engine a bit more smooth. There's not really any friction in the air, right? Thus, the player should just keep moving horizontally in the air unless they modify the xspeed by pressing buttons. All we need to do is go back to the line where friction is applied and add one little thing:
All we did was add the second if statement (although

```
if ((/* If neither key is held */) && (state == ONGROUND))
    xspeed -= fspeed * sign(xspeed);  // Slow down the character
```

technically it'd be the third) to make sure the player is on the ground, because that's the only time we want to add gravity.

Conclusion
Adding physics to your game isn't too difficult, and can be rather easy when trying to make a smooth platformer. The full code for the tutorial can be found on the right, showing the placement of each line of code in relation to the others. We hope you've learned a lot, and suggest checking out the challenges below to further your understanding of the tutorial.

Challenges

1. Experiment with the seven "speed" variables to get them to match the physics found in some of your favorite platformers.

2. Figure out how to add blocks that double friction (or ice blocks that make friction less). Also make sure you change how the acceleration works for both of these blocks!

3. Good wall jumping has the player "stick" to the wall for approximately 0.2 seconds after the player has tried moving off of the wall. Implement this into your engine.

4. Allow the player to sprint while holding a button, much like Super Meat Boy.

```
double xspeed = 0;
double yspeed = 0;
double gspeed = 0.5;
double aspeed = 0.5;
double fspeed = 0.75;
double mspeed = 7;
double jspeed = 11;

int state = 0;

enum { ONGROUND, INAIR } states;
/* USE EITHER THE ABOVE OR THE FOLLOWING CONSTANTS */
const int ONGROUND = 0;
const int INAIR = 1;

update()
{
    state = (collision("solid", x, y + 1) ? ONGROUND : INAIR;
    /* USE EITHER THE ABOVE OR THE FOLLOWING IF/ELSE */
    if (collision("solid", x, y + 1))
        state = ONGROUND;
    else
        state = INAIR;

    if (/* If left key is held */)
        xspeed -= aspeed;  // Accelerate left
    if (/* If right key is held */)
        xspeed += aspeed;   // Accelerate right
    if ((/* If neither key is held */) && (state == ONGROUND))
        xspeed -= fspeed * sign(xspeed);   // Apply friction

    yspeed += gspeed;   // Add gravity
    if ((/* If jump key is not held */) && (yspeed < 0))
        yspeed += gspeed;   // Add more gravity (variable jumping)

    if (/* If jump key is PRESSED */)
    {
        if (state == ONGROUND)
            yspeed = -jspeed;   // Simply jump
        else if (state == INAIR)
        {
            if (collision("solid", x - 1, y))   // If the wall's on the left
            {
                xspeed = mspeed;   // Shoot the player right...
                yspeed = -jspeed;   // ...and jump!
            }
            else if (collision("solid", x + 1, y))   // If the wall's on the right
            {
                xspeed = -mspeed;   // Shoot the player left...
                yspeed = -jspeed;   // ...and jump!
            }
        }
    }

    if (abs(xspeed) > mspeed)   // Maximum speed
        xspeed = mspeed * sign(xspeed);

    for (int i = 0; i < abs(xspeed); i++)
    {
        if (!collision("solid", x + sign(xspeed), y) // If no collision...
```

```
        x += sign(xspeed); // ...move the character
    else // If there is a collision...
    {
        xspeed = 0; // ...stop the movement...
        break; // ...and break the for loop
    }
}

for (int i = 0; i < abs(yspeed); i++)
{
    if (!collision("solid", x, y + sign(yspeed))  // If no collision...
        y += sign(yspeed);  // ...move the character
    else  // If there is a collision...
    {
        yspeed = 0;  // ...stop the movement...
        break;  // ...and break the for loop
    }
}
}
```

Once again, we hope you enjoyed this tutorial. Next month will feature a tutorial based on the next issue's theme (spoiler alert: it's shmups). Try out all the challenges and make some awesome platformers while you're at it! Even if you don't plan on making platformers, you can still use the pixel-perfect collisions code for other games.

WE LIKE WHITESPACE... ERM, GREYSPACE
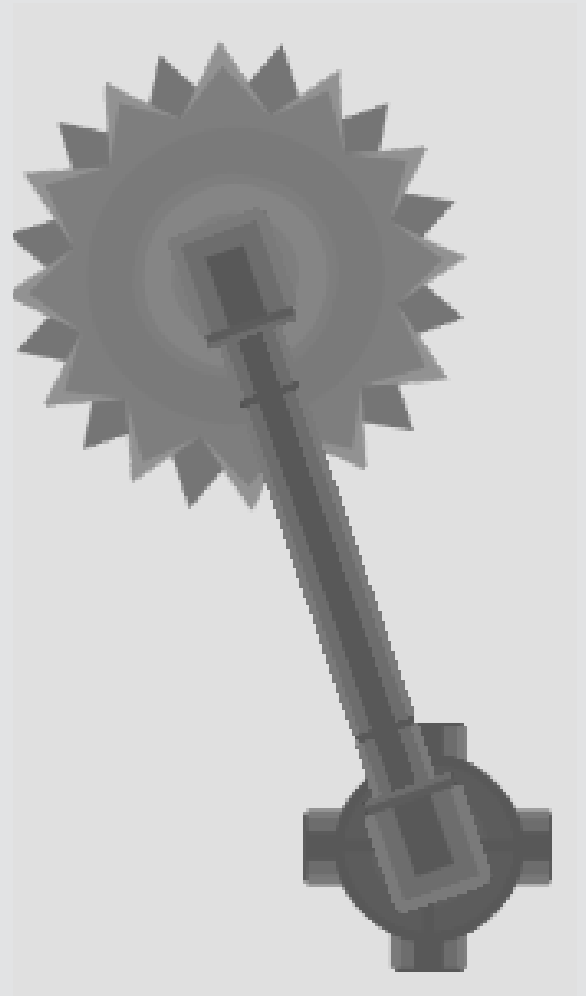
Top Indie Platformers of All Time

We posted a poll (wow, English is weird sometimes) last month to help decide what the top ten indie platformer games of all time were. Here are the results:

#10 - *Spelunky*

Its original PC release was a hit, and soon came to XBLA with an enhanced edition. The new version is also coming to PC, PS3, and PS Vita later this year, so everyone can experience the thrill of exploring caves in search for damsels in distress and to avoid traps in the randomly generated levels.


#9 - *Karoshi*

From Japanese, Karoshi can be roughly translated as "death from overwork". This game changes the goal of a traditional platformer from getting to the goal to finding a way to end the businessman's life. The series provides new puzzles and mechanics with each fantastic entry.

#8 - *Psychonauts*

Psychonauts is the only truly 3D game on this list, which has been highly praised by the press for being a completely unique experience that provides hours of pure enjoyment. Published for major consoles such as the PS2 and the Xbox family, Psychonauts has found its way into many gamers' hearts.
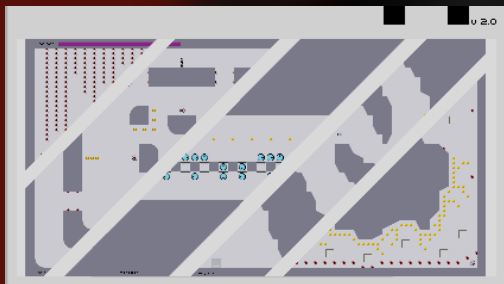
#7 - *N: Way of the Ninja*

N, N+, N++, and N v2.0 are all different titles of the N series. N v2.0 is the latest version of the ninja platforming experience, in which players must dodge traps and robotic enemies that are out to destroy the ninja. N v2.0 not only was recently released, but is also covered in the review two pages back.

#6 - *Fez*

Gamers never thought Fez would see the light of day, but Polytron proved them wrong. After five years in the making, Fez completely changes the platforming experience by joining 2D worlds with 3D, using perspective. The world is 3D, but you play it as if it were 2D, and then shifting the world shows another perspective, with its own obstacles and traps.

#5 - *Limbo*

Limbo looks unlike any other game out there, and uses this to create a strong atmosphere to tell the story of a boy who goes into limbo to save his dying sister who's in a coma. The game gives you no hints on the many secrets, puzzles, and scares that wait around every corner, making it a truly thrilling experience that we recommend you try out in the dark.

Getting Here is Half the Fun

#4 *VVVVVV*

Terry Cavanagh made a tribute to the Commodore 64 with VVVVVV, a platformer that allows you to manipulate gravity on command. This simple mechanic proved much more of a challenge than it did initially, being used in some of my personal favorite levels in any platformer. Any hardcore VVVVVV will remember the game's hardest challenge, Veni Vidi Vici, which is a sequence of three nearly impossible, spike ridden rooms that's sure to make your blood boil.

#3 *Cave Story*

Studio Pixel's Cave Story achieved critial acclaim for its story and has made its way to multiple Nintendo consoles, including the DS and 3DS. The game took five years to make, and easily rivals influences Castlevania and Metroid. The Cave Story+ and Cave Story 3D ports are available now for anyone who wishes to pick up this indie gem.
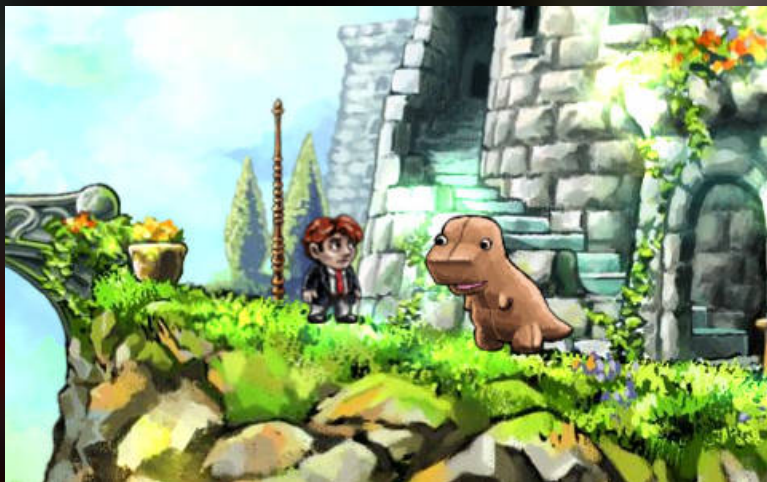
#2 *Braid*

Braid took platforming to new levels with its unique time-manipulation features, allowing players to turn back time during any part of the game. Developer Jonathan Blow took the concept even further by adding in items throughout the game that had their own properties, making them time-manipulation resistant and more.
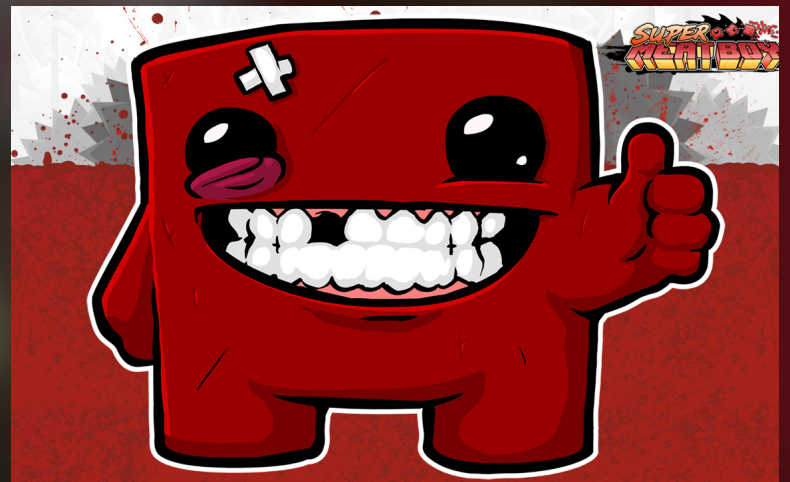
#1 *Super Meat Boy*

Just look at how happy he looks that he got first place. How can you NOT give first place to that smile? Super Meat Boy challenges players with a beautiful difficulty curve with levels that are as rewarding as they are infuriating. The game also introduced popular characters Bandage Girl and Dr. Fetus, which are loved by fans worldwide.

Who wants some free games?

Indie Power Magazine is giving away some free games each issue, which are always going to be found about mid-magazine. This month we're giving away a copy of Scrolls, game two, and game three, all thanks to the generous people who have made the games. So, how exactly do you win said games? Twitter is where it's at! All you need to do to enter is retweet a tweet from @indieFunction that's about the magazine (we'll be putting a multitude of them out, so don't worry about searching for them too much), and then sending us a tweet with the corresponding hashtags found below. You can put multiple hashtags in your tweet, and can tweet us your entry once a day. Any more and we'll consider disqualifying you! So, follow the simple rules and enjoy your chance at some copies of the following games:

SCROLLS

Owen from the Mojang team was kind enough to let us get a second copy for anyone who's interested in a little friendly competition. To win Scrolls, send us a tweet with the hashtag #powerscroll to enter into this giveaway.

REUS

Manuel from Abbey Games said they can give away a Steam or GOG.com key, which currently can only be redeemed on Windows. Send us a tweet with the hashtag #fifthgiant for your chance to win a copy of Reus.

REVIEWS

Before we get into checking out some of the best games of the last month, we should probably see what exactly each rating means. Our scale's pretty similar to most rating scales, but it never hurts to take a peak at how exactly we grade each game.

10 - Masterpiece
These games are the indie gems. They show great innovation, are executed perfectly, and are games that you *have* to pick up.

9 - Exceptional
Nine's are almost what tens are, just they aren't quite there. They're still super entertaining, and provide hours upon hours of fun. They are those indie games that stick out, but don't always stick around. You should consider picking up one of these titles.

8 - Wonderful
This game is better than great, it's wonderful! It possibly shows for some major potential, but doesn't quite achieve it. Otherwise it's a really fun game that isn't quite exceptional.

7 - Great
These games are better than most of the games, and are fun for a few playthroughs. They don't quite have what it takes to be wonderful.

6 - Good
Right above average! While these games are fun, they could use some more content, slightly better gameplay, or need an upgrade on visual/sound assets.

5 - Average
Eh, your game's alright, but just hardly stands out in the huge array of indies games available on the internet.

4 - Okay
We've seen better, and hope you'll keep working at it.

3 - Bad
Honestly, hitting the ESC button and watching the desktop come back was more fun than your game.

2 - Horrible
This game sucks pretty hardcore. Did you even put effort into this?

1 - Why would you even release this?
No. Just no.

Ratings 4 through 1 are pretty harsh, and we most likely won't be reviewing any games with that low of a rating. We won't even review 5's, because we want to let you know about the best indie games out there. And, well, here they are:

THE SWAPPER

What is a soul? Who am I?

While tempted to put "go play this game now" over and over again on the following five pages, I will restrain, and actually write a review. **The Swapper** is a puzzle platformer revolving around a gun called The Swapper, which allows you to both create clones of yourself and swap your soul with your clones. The sci-fi adventure also contains a story that isn't quite completely clear until the end of the game, and becomes even more clear during a second playthrough.

The Swapper starts out with your character being ejected from the space station, Theseus, where research has been taking place for at least ten years, possibly up to one hundred. Everyone on the station is dead, after a deadly disease is released into the air by the specimen they've been studying, which they've named "The Watchers". Watchers are described as "highly complex rock formations of unknown origin", which can send telepathic messages between each other, and have been around for thousands of years, never able to die due to the fact that they're, well, rocks. From studying these lifeforms, the scientists on board were able to develop the Swapper device, which is when things started to get out of hand. Across the game, players find memory logs that have information on the history of the space station, which show that the scientists initially were amazed by the device, and soon wanted to be as far away from it as possible. Sadly, almost all of them died, except for your character and a female that you run into often named Dr.

Chalmers, who is named after the real life scientist Thomas Chalmers, studied moral philosophy and natural theology.

Chalmers gives the player a goal to achieve, which we won't disclose in the magazine, that will hopefully save them from having the same fate as all the other passengers on the space station. In order to progress through the game, the player must use the swapper device to solve brilliantly designed puzzles, creating clones and swapping to them to activate pressure plates and get to orbs that help you power devices around the ship, allowing you to open doors and activate mechanisms around the station. The player can create up to four clones, and can swap their soul between any of them. The player can only create clones using the clone that they currently reside in. All the clones mimic what the player is doing with the one they're controlling. If you move left with one, they all move left.

If you jump, they all jump. While the first few puzzles are simple, lighting soon makes things much more complicated.

Lighting is phenomenal in this game, and helps capture the atmosphere crafted in The Swapper.
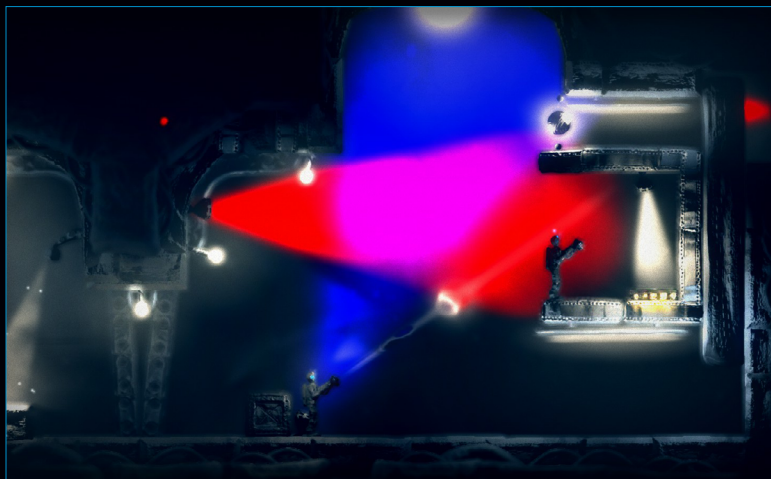
Three types of obstacles lights exist. Red lights prevent you from sending your soul through them, blue lights prevent you from making clones in that area, and purple lights are a combination of the previous two. By blocking off lights, turning them off with pressure plates, and finding ways

to get around them, players solve the puzzles in order to get the orbs, which come in three varieties. Monogon, a single orb, trigon, a group of three orbs, and enneagon, a bundle of nine orbs. Thankfully, throughout most of the game, you don't have to solve all of the puzzles in order to advance. Instead, you figure out which ones you can solve and collect those orbs to move on. There's 124 orbs throughout the entire game, and you do need them all to experience the conclusion to this epic story.

Facepalm Games are brilliant when it comes to designing the puzzles in the game. Not only are they difficult and require a different perspective to solve, but they also did a great job in reinventing how to use existing mechanics instead of adding new ones, which are very rare in this game. Two new mechanics exist, including gravity switchers (which reverse gravity on the player) and crates, which can be used to reach

THE OTHER MINDS HERE WERE ALWAYS TURNING. THEY THOUGHT OF THE WORLD A LITTLE AS WE DO.

Press 'E' to interact with the Teleport.

higher areas, block the path of light, and trigger pressure plates, which the game is full of.

The game is also full of clay. Most of the visuals in the game were made with actual clay, and the designers took pictures of the clay and put them in the game. They also took pictures of some items they found and put those in the game as well. This creates a visual appearance that quickly separates it from other games, and allows you to instantly know what game it is on a quick glance. The designers definitely knew what they were doing. On the next page, we talk more about the clay.

Every step of the adventure feels fresh, and it's fun finding out there was another unexplored hatch in a room you had already trecked through. The Swapper device actually speeds up moving through rooms, as you can create a clone on the other side of the room and swap to it, eliminating the need to travel all the way across on foot. However, players have to be careful, because

falling from too high of a platform will kill you. However, creating a clone a second before hitting the ground and swapping to it is perfectly fine, since the clone starts out with zero forces acting upon it, having the velocity of the fall be a minimum. This is also used in some of the puzzles, as you have to make sure you and your clones don't die.

Nothing else exists while playing The Swapper. The music, atmosphere, story, and intriguing mechanics all work together to immerse the player into a world far away, where scientific advancements have propelled our knowledge as well as destroyed us. The story is given in chunks, from the memory logs we mentioned as well as Chalmers showing up and talking, or sending out a message to the player over the station's speaker system. The player never actually comes in contact with Chalmers, as she is always on the other side of a wall, behind a locked door, or on the floor above us.

Many reviews will talk about the

puzzling end of the game, which will leave you sitting there for some time contemplating about the game. We will confirm this is the case, as completing the game left us in a bit of a haze trying to fit the story together and realizing the choices we, along with others upon the station, had decided upon. In order to get a full understanding of the story, I'm completing a second playthrough, which has helped clear up a few things, and will hopefully provide me with the ten Steam achievements, which are hidden logs around the space station. I have still yet to find one, but it is said once one if found, the rest become somewhat easy to discover since they're all hidden in a similar fashion. I'm hoping these fill in a loophole in the story, as well as help me wrap my mind further around what exactly the Swapper device really is.

There's tons of explainations and interpretations of the story online, so once you've finished the game once or twice, we suggest you check them out, as people have made

Almost everything in The Swapper is made out of clay or real life objects

We tried to get some pictures and information about the clay modeling process, but sadly Facepalm Games have been massively busy lately and haven't gotten back to us yet. If we hear back from them, we might devote a page to the clay models in our next issue. The clay models are absolutely gorgeous, and many parts of the game made we want to jump into my screen and experience the space station. The slow, somewhat sad music went perfectly when just standing idly looking around the still world, wondering what it was like when life was still there. The lighting engine also makes the clay pop while exploring, showing its true beauty.

connections and observations that you may have skipped over. What really makes this game a masterpiece, is that it delivers a mindbending story that can't be told any other way. A book wouldn't do it. A movie wouldn't do it. The only way this story can be told correctly is through a video game. An interactive experience that allows you to experience what the device is capable of.

Certain portions of the game are also set outside the station, and since we're talking about outer space, that does indeed mean they are zero-G. Gravity-less portions of the game are sparse, but still provide a different feel

for a little portion of time, while the player transitions to a new area.

The entire journey seems much longer than it actually is, but still leaves the player up for a second playthrough. While the game has satisfied us and doesn't need a sequel, nor would a sequel really do it any good, it still has moderaly high replayability and is a game that's one to share with your friends. The first few moments are magical, and that same magic comes back every time you've solved a puzzle, and ultimately turns into wonder upon the game's last moments, wondering what exactly your actions have done. ■

The Swapper was supported by IndieFund and has won over a dozen awards. Check it out for yourself at facepalmgames.com/the-swapper/.

THE VERDICT

Innovation
That's what so great about this game - it's a new experience that can't be found in other games. The puzzles are on pair with Braid, if not better, and require you to think unlike you normally owould.

Execution
It was executed perfectly. Couldn't imagine it being done any better than it was.

Gameplay
The game always feels smooth and the levels build off each other nicely.

Graphics
Do we really need to repeat ourselves? Check out the page to the left to see us rave about the exceptional art crafted for the game.

Audio
Superb voice acting and atmospheric soundtrack help capture the story and feel generated by The Swapper.

Lifespan
The game itself takes a good few hours, and is interesting enough to try a second time, especially with the multiple endings. Finding the hidden Steam achievements is another reason to play it twice.

Overall
The Swapper blew my mind. Every step of the journey feels fresh, and is an experience that made me think.

Score
10/10 - Masterpiece
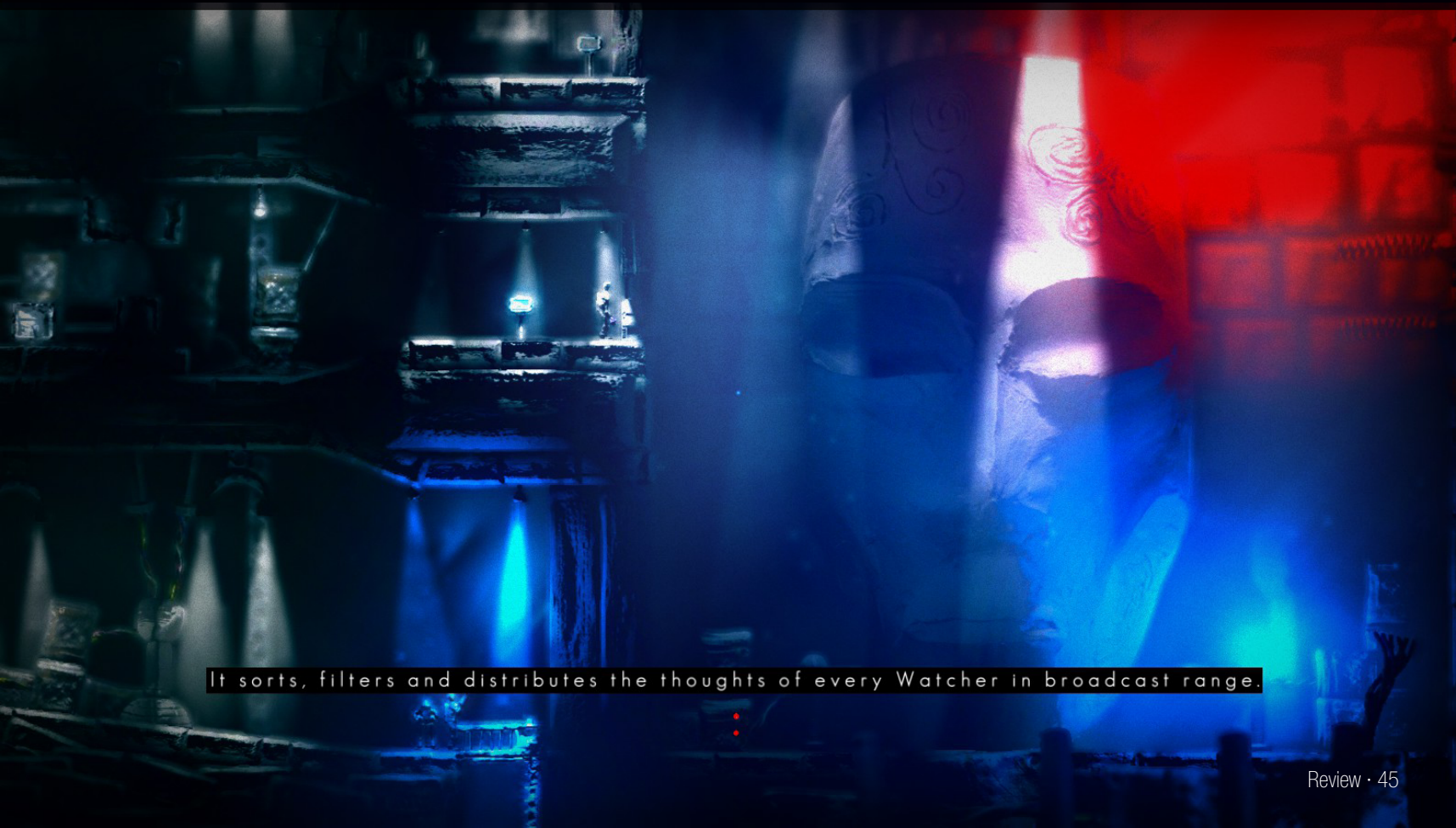
It sorts, filters and distributes the thoughts of every Watcher in broadcast range.

A CONCEPT ALMOST AS OLD AS MAN ITSELF

REINVENTED

ELEMENT4L

I wonder where this is going...

Almost every child had a favorite TV show, video game, comic book series, or other type of story that revolved around the elements. And if you didn't, you probably had a sad childhood. It's a popular element (no pun intended) in many works of fiction. "The hero must master all four of the elements." "The world has been blessed with the four heroes, each wielding an element." "The elemental titans are the only thing keeping you from saving the world." While many more examples may come to mind, I-Illusions decided to take a different stance: what if you played as the actual elements?

The idea might have been played with before, but I-Illusions takes it to the next level, allowing you to switch between the four elements (ice, stone, air, and fire) upon the press of a button, each with its own advantages and disadvantages in the absolutely gorgeous world constructed for Element4l.

DEVELOPER
I-Illusions

PLATFORMS
Windows - Mac

GENRE
Platformer

PRICE
$9.99 / €7.99 / £6.99

RELEASE DATE
May 24

E L E M E N T 4 L

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The idea might have been played with before, but I-Illusions takes it to the next level, allowing you to switch between the four elements (ice, stone, air, and fire) upon the press of a button, each with its own advantages and disadvantages in the absolutely gorgeous world constructed for Element4l.

These attractive visuals are accompanied by one of the top instrumental soundtracks in an indie game, provided by Mind Tree. Not one

second of the game breaks the atmosphere crafted, leaving you in a truly unique world to explore. The foreground is bare, only using black silhouettes, to outline the path the elements have available to travel upon throughout the game's 16 levels. The background, however, uses beautiful, parallax images to immerse the player into this wonderous place, urging them to jump through their screen to experience the vivid colors and spectacular scenery for themselves. Thankfully, you can always sit back, look at the world, and charm your ears with Element4l's soundtrack when you get stuck, providing an unique experience in itself.

I-Illusions describes the game as riding a bike, and this is too true. Upon the first trial of a level, the game will provide a challenging goal, to figure out how to move the elements from one place to the next. After completing a few more levels, coming back to the first level is almost too easy, and allows you to focus more on finding the secrets hidden in the game. Each level conceals two hidden objects, call "Lost Sparks", sheltered in hard

to reach areas around the world of Element4l.

While some levels add new mechanics for the elements to interact with, the base mechanics of the elements stay the same. Air (up) propels the elements upwards,

until gravity overpowers the force. Fire (right) launches the elements right in a small explosion, and can bounce off of the sides of lava. Rock (down) sends the elements hurtling towards the ground, allowing for some fast vertical velocities. Ice (left) doesn't propel the elements in any direction, but instead allows for smooth, continuous movement along a surface until friction takes its toll.

Fire and Air cannot touch any surfaces, and if they do, the player has to restart at the last checkpoint. Rock doesn't slide very well on surfaces, and ice doesn't

THE VERDICT

Innovation
A phenomenal take on the platforming genre, reinventing it by having the player change how they interact with the environment around them.

Execution
The game couldn't have been executed better. Each level is designed fantastically, and the whole experience is breathtaking.

Gameplay
The controls almost always feel perfect, with the occasional slip-up. The game always feels smooth, and the physics engine never skips a beat.

Graphics
The visuals of Element4l are one of it's most prominent features, and every level is its own piece of eye candy.

Audio
Quite possibly one of the best soundtracks I've ever heard in a video game.
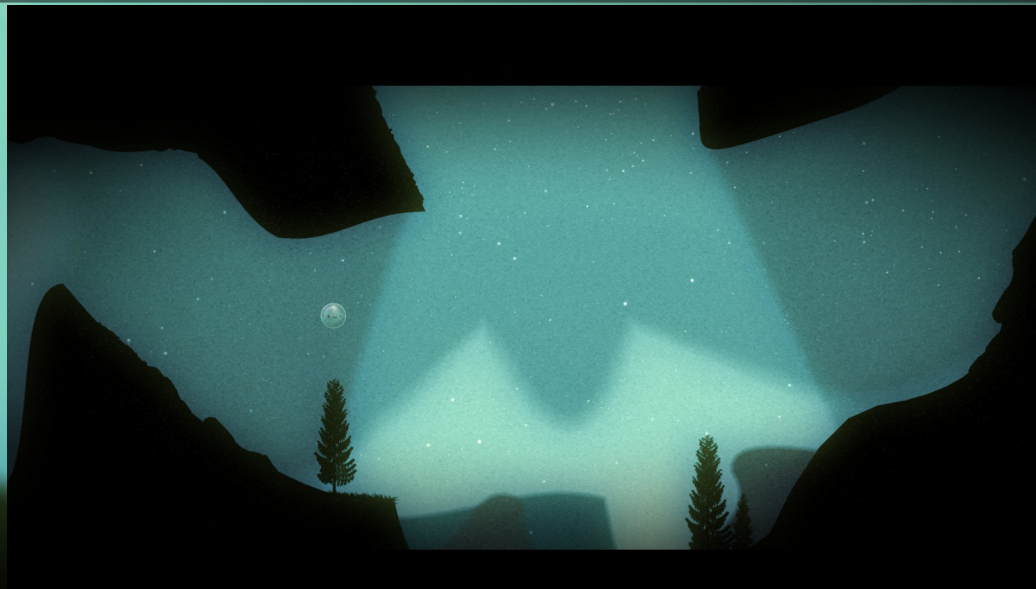
Lifespan
Excluding the tutorials, the game has 16 increasingly difficult levels, meaning the game isn't something to be beaten quickly.

Overall
Element4l makes its mark on the world of land creatures and is just as amazing as it seemed in its initial trailer.

Score
9.0/10

have enough density to sink in water. Each element has its own weaknesses and strengths, making moving the elements around almost strategic in order to get the results desired. Its highly frustrating when trying to move the elements in a way you haven't before, but when the timing and changes are just right, it impulses the player with a jolt of excitement and accomplishment, fueling their drive for the next maneuver.

To make things even more interesting, the player is awarded a bronze, silver, or gold flag depending on how many times they "lost" an element in the level (which is the game's equivalent to dying). While the feat of not dying seems impossible in the first play through, the second helps it become a possibility. Once again, the bike metaphor can be used, as the proper way to maneuver has been learned, making the challenge to do it without dying.

Once a level is completed, players can test their speeds against other players via "Race Mode", which finds an

online high score that's slightly faster than the player's current run, and shows the ghost player competing alongside the player. Each level has its own high scores, and some of the times are insanely impressive, such as TOAO_Tasha's highscore on S2L3 (stage 2, level 3) of 93.513 seconds, which is an astonishing 19 seconds faster than 2nd place. There's also a leaderboard on Steam for "BlackBonus", which only five players are listed. What is "BlackBonus"? We have no idea.

Element4l is unlike any other platformer out there,

and has one of the most pleasing difficulty curves seen in years. Short cutscenes and famous quotes, accompanied by quick sayings throughout the adventure give the platformer character, even further differentiating itself from others in the genre. Element4l stands out proudly in the pool of platformers and shouts its greatness through intriguing visuals and a unique gameplay style. Constantly providing new challenges, Element4l is a game that takes time, patience, and skill, making it all the more rewarding when that movement changes from impossible to completed. ■

///

SUPER PUZZLE PLATFORMER DELUXE

Super Platformer, Super Fun, and Super Puzzle...y

Price $7.99/€7.99/£5.99 **Platforms** PC **Genre** Puzzle/Platformer **Developer** Andrew Morrish **Release Date** May 24

Innovation
Builds off of the genius of the original game and adds tons of new features, allowing for new gameplay experiences.

Execution
Andrew Morrish delivered an even better title than the last SPP, and was able to add enough quality content to make it stand out above the original.

Gameplay
Smooth controls to move your player through the always exciting levels.

Graphics
Simple, but very attractive.

Audio
Perfectly captures the energy of the game.

Lifespan
Tons of content to satisfy many playthroughs.

Overall
Provides a new way to play a classic.

Score
8.5/10

Super Puzzle Platformer Deluxe takes the original concept of Super Puzzle Platformer and somehow manages to create an even more fun experience. SPPD is a game where you shoot blocks to rack up points, and all blocks that are connected with the same color get destroyed too, allowing the player to form a strategy to rack up the highest combos.

That simple formula is what drove tons of players to the exciting, short bursts played in the original game. Super Puzzle Platformer Deluxe builds off of the formula by adding new levels, unlocked by collecting giants gems (rewarded from massive combos), to the mix. Each level features new mechanics, including lasers, saws, springboards, TNT, falling icicles, rising lava, and many other obstacles with their own properties.

Now, when playing, players must avoid falling blocks and destroy them once there's a few together of the same cool to gain points and level up. However, destroying the blocks deplete the amount of ground, and there's dangers underneath the pile of blocks. Keeping your character safe is a challenge in itself, as the latest take on the game provides more hazards that you can shoot. Hazards such as saws, cannons, and other block-based obstacles can only be destroyed by blowing up an adjacent block, making them sometimes hard to be taken out.

Even though you'd imagine this simple game to be super repetitive, it doesn't loose it's touch very easily. Six different levels exist, with eight different characters to play as, each featuring unique stats and custom abilities. Trying out them all and finding which one is fit for you takes a bit of work, but not nearly the amount it takes to unlock all the bonus characters. Some are only unlocked in some interesting ways, such as the fighter being unlocked by gathering 3 stars in one life.
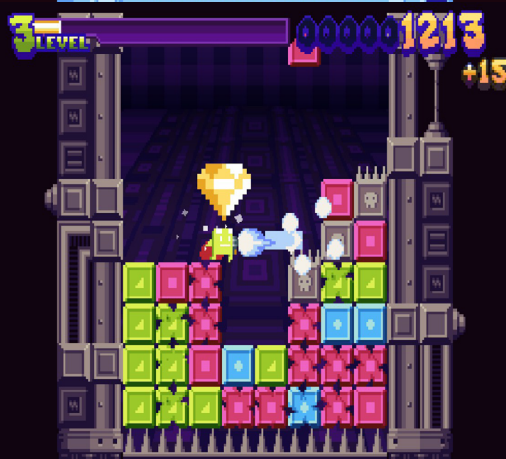
The stars seem to be a new addition to the game, as they basically power you up, energizing your square character to inflict maximum block damage. Your character flashes colors while in this rage mode, changing to the three colors that the blocks make up. While in star mode, you're also invincible to any hazards, meaning you're free to jump on any spikes or run right through a laser.

The upbeat tunes help keep you on your toes as the sky gives birth to more objects, and as you blast away and change the stage you play on. Each stage offers its own surprises, which can end your run pretty quickly if you're not paying attention.

There's not too much else to say about the game. The visuals change from level to level and are always strikingly attractive. Landon Podbielski has crafted a soundtrack that captures the theme of each level, with music that has the same ageless appeal that the game itself provides. The sound effects electify the experience, rewarding each action with a quirky sound effect, and death with all music disappearing, and leaving only the sound of your character dying left.

As the fourth "Super [insert rest of name here]" title in my Steam games library, it definitely does live up to the originals as well as the extraordinary line-up of other games. Shooting blocks will probably never quite be as fun as Super Puzzle Platformer makes it, and collecting gems is always a pleasure. Head on over to Steam to pick up the game, but keep your head up - you never know when something will appear out of the sky and crush every bone in your body. ∎

Watch us play on

You Tube

indie(Tips);

Destroying blocks is just as dangerous as the obstacles and weapons found in Super Puzzle Platformer Deluxe, due to the spikes, lava, and other hazards found below them. Before blasting away at the stage, let the blocks stack up for a while. This way, you won't have to worry about destroying the floor, and it should also help rack up some wicked nice combos.

REUS

Ever wanted to play God?

Legionport has been destroyed!

Price $9.99/€9.99/£6.99 **Platforms** PC **Genre** God Game/Strategy **Developer** Abbey Games **Release Date** May 16

Innovation
Takes on the "God Game" genre and comes up with a whole new way to play.

Execution
Executed perfectly.

Gameplay
Never dull, and always keeps the player on their toes providing new resources.

Graphics
The amount of detail put into this game's visuals is extrodinary, and rather inspiring.

Audio
Alerts you of what's going on in the world, while music helps set the mood.

Lifespan
Super replayable. Sadly, I don't have enough free time to explore all this wonderous game has to offer.

Overall
Absolutely brilliant.

Score
9.5/10

Reus is just that. Four giants roam the lone planet, with you as their master. Control the Forest, Rock, Ocean, and Swamp Giants to mold the world to your liking, forming oceans, deserts, mountains, and more for the human inhabitants to reside within.

Ultimate power. That's what everyone wants, right? Okay, maybe not everyone, but it is fun to be able to manipulate an entire world to your likings. While simple in the beginning, Reus transforms from a simple "make your own planet" to a very complex "keep the humans from revolting, starting wars, and starving" simulation in a matter of minutes. The first few runs of Reus are just as overwhelming as exciting, but once you get the hang of it, Reus becomes an amazingly energizing ride.

Reus is a "God Game", but what the hell *is* a "God Game"? A "God Game" consists of the player controlling the world on a larger scale, often holding supernatural powers to help shape and control the world. Within the game, you help the world's inhabitants by providing them resources and influencing their decisions. Sounds pretty cool, right?

Reus builds off of this concept and puts you in control of the giants, each with their own powers. The Rock giant can create mountains and deserts, as well as fill them with minerals. The Forest giant can create forests and fill them with plants. The Ocean giant creates oceans, and is able to create life, to start small nests of animals and schools of fish. The Swamp giant, like the previous two, can create what his (or her?) name suggests, as well as provide herbs to help advance medicine and technology within the civilizations.

The humans form villages across the world, each village resembling the type of land they acquire. Villages only settle where there are resources, and quickly gather them, soon forming a challenge for

REUS

the giants. These challenges range greatly, and help the village advance through the ranks. A few common challenges at the beginning are granaries, shrines, temples and plantations. As you advance your villages, they are able to build bigger and more powerful structures. Each challenge requires the village to gather a certain number of resources, which your giants must provide.

Symbiosis is a term used often in the game, as each resource has it available. What is symbiosis? Basically, it allows for the resource to provide extra resources if certain resources are within its range. However, the village itself only has so much range, so making sure to carefully plan where resources are placed is important.

Upon completing a challenge, the giants are rewarded with an ambassador from that village. These ambassadors level up your giants, unlocking new abilities, determined by the village the ambassador originates from. New powers include ways to improve resources, attacks to destroy villages, and even new resource types to make the game all the more interesting.

Now, why would you want to destroy a village? Villagers start to get greedy if you give them too many resources, and they start to hate the giants if you don't provide enough. Villages will go to war with both other villages and the giants themselves, both of which can be destroyed. Keeping the rest of the world, and the giants safe is sometimes more important than letting that village strive. Although, we must admit, it is really fun to watch a village to war.

The amount of detail put into Reus is breathtaking. Villagers talk with each other using images inside word bubbles, and will mount up and go to war, taking boats across oceans and setting fires to other villages. The animations feel magical, and seeing what it produced, whether it be fruit that flows in the wind or animals that take shelter nearby, there is always something to look at that will amaze you. Abbey Games made sure to make Reus absolutely gorgeous, and they very well succeeded.

Background music in Reus is incredible, and often times you won't even notice it's there because of how well it blends in with the game. We honestly don't know what more to say.
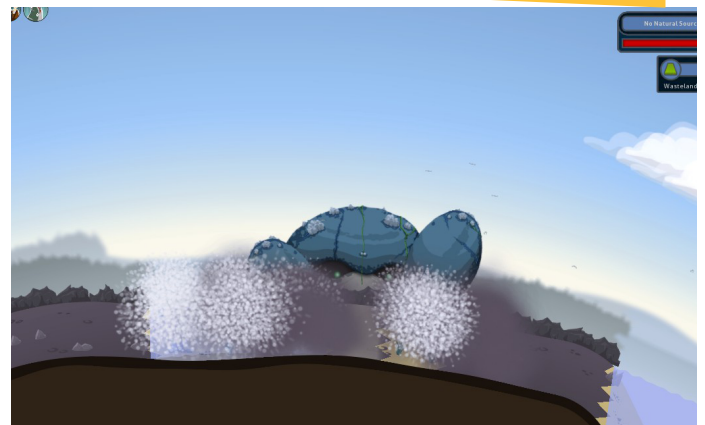
This game is absolutely wonderful, and we highly suggest checking it out for yourself. Reus not only lets you craft your own world, but has crafted a beautiful atmosphere itself, allowing you to immerse yourself into the engaging experience. So what are you waiting for, earthling? The giants await. ∎

indie(Tips);

Try to have all your giants go around the world together while creating it and adding resources. Villages should pop up in a similar pattern, and then your giants should all be in the same area as the new village, allowing you to help it complete projects without having to wait for your giants to walk all the way around the world.

Keep an eye on where your giants are at all times, nothing's worse than having to wait 30 seconds for a giant to come across the world to plant some herbs.
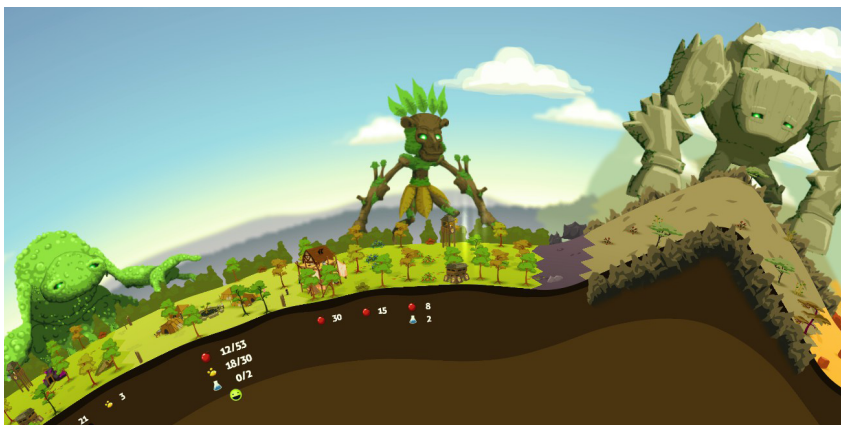
7 GRAND STEPS: WHAT ANCIENTS BEGAT

Making babies has never been so much fun

COPPER AGE

Mylitta

Astronomy Mathematics Merchants Theatre Alphabet

To start her rite, click on this young adult.

INHERITANCE
2   1   2

The children, Mylitta and Henenu share a youth's adventure, protecting and helping each other.

DISCOVERY

The victorious general chomped into an apple. "Musicians, PLAY!" he commanded. Then he devoured a clump of orange sections. "Dancers, DANCE!" He swilled yet another jug of beer. "Storytellers, SING!" No one at the feast was brave enough to tell the huge man that such a jumble of performances would destroy their individual entertainments.

Teremun feared for the performers. The general was known to impale his own soldiers if they displeased him. Teremun suddenly remembered the fruit bowl near him. It was decorated with images from a well-known child's tale. Before disaster ended their feast, he held up the bowl and cried, "May this inspire you all!"

Haltingly, but carefully, the three groups cooperated to tell the same tale. In the short time it took to tell, the general fell asleep, another jug of beer emptied. The audience cheered!

CONTINUE

Price $9.99/€9.99/£6.99 **Platforms** PC **Genre** God Game/Strategy **Developer** Mousechief **Release Date** May 16

Innovation
Unique controls and original mechanics make show much creativity, along with concepts that haven't been seen in games.

Execution
Well thought through. Tons of effort went into this indie gem.

Gameplay
Super engaging. Time flies by while playing.

Graphics
Very distinctive art style, feels a bit dated, though.

Audio
Sparse, exaggerate actions by characters.

Lifespan
The creator says the game takes 15-20 hours to complete, which is tons of gameplay time.

Overall
7 Grand Steps exceeds our expectations.

Score
9.5/10

7 Grand Steps: What Ancients Begat is the first game in the 7 Grand Steps series. Nothing has quite been seen like this, as it incorporates a board game-like interface and controls that are completely unique. Within this game, players lead their family figures around the game board, collecting beads to progress their family throughout the ages, while raising children to continue the legacy throughout the generations. Sounds really complex, doesn't it? It's actually quite simple.

Players begin with a single character, and must find a husband/wife to have children with. To move your player around on the game board, you put tokens into their slot to make them move to the next space with the same symbol as the token. Once married, the player can have up to seven children, and can put tokens in them as well to teach them the skills associated with each token.

Putting ingot into a parent's token slot makes them move the opposite way on the game board, until they reach another character. They work together, and create more tokens. The tokens created are based on what skills the parents and other characters are most skilled in. Being a triple-A in astronomy means you'll always get 1-2 tokens in that, while being a D or F in alphabet means you'll rarely ever be able to produce those tokens. While making tokens is crutial, landing too far back can feed you to the crocs below on your next turn. Making tokens with your spouse also has the chance of creating an offspring, which sounds like they're working pretty hard, if you know what I'm saying.

Gaining beads help your family complete one of three goals, which you set each time a goal is made. You can work towards a new invention, a heroic deed, or to acquire more power to rule. New inventions create new bead types, heroic deeds gain you many tokens, and

power allow you to become higher up in society, making your careers better and possibly allowing your family a chance to become a royal family.

Managing your resources and planning ahead is a must, especially as the game goes on. Enemy and friend characters will show up based on who you marry (which you won't find out until after you've already wedded), which have their own actions when you try to pass/create tokens with them. Enemies are cruel and do not allow for you to pass them ocassionally, and never will make tokens with you. If you land with a friend, sometimes they'll boost you up to a further on tile, and when making tokens with them, you're always guarenteed a few extra.

The game is chalk full of stories that happen both randomly and on que, some of which allow you to make different choices. These choices influence the rewards or consequences of the story, with some even resulting in death of a family member. A larger story always occurs when a goal is reached, and smaller stories are found randomly on your journeys - just like real life.

The game actually is pretty complex, but is not difficult to comprehend or to play. In order to do well, there is some thinking and skill, as well as luck, invovled, but in order to get into the game and enjoy it, the player doesn't have to sit there and think things through. In fact, sometimes it's more fun to just play and see what happens to your family based on hardly-thought through decisions.

7 Grand Steps is the first in a series that has been IGF nominated, and is very clear why. At first glace, 7 Grand Steps doesn't seem like anything special, but quickly sucks you into creating your own family through the generations. Time flies by while raising your own children and then playing as them, having them have children, and repeating the cycle. Think of this game as buried treasure - at first, all you see is dirt with a little bit of a golden substance showing through it, and then when you wipe it away and dig a little bit, the true treasure is found. That's exactly what playing this game and discovering your new family is like. ∎

Watch us play on

You Tube

Henenu, the Enterprising.
Size is chance, when making tokens.

Merchants   Mathematics   Alphabet   Astronomy   Theater

Advantages against the coming Challenge of the Age for nobles:
Local Hero, Theater

Tiny Barbarian DX

Mmmm... chicken leg!
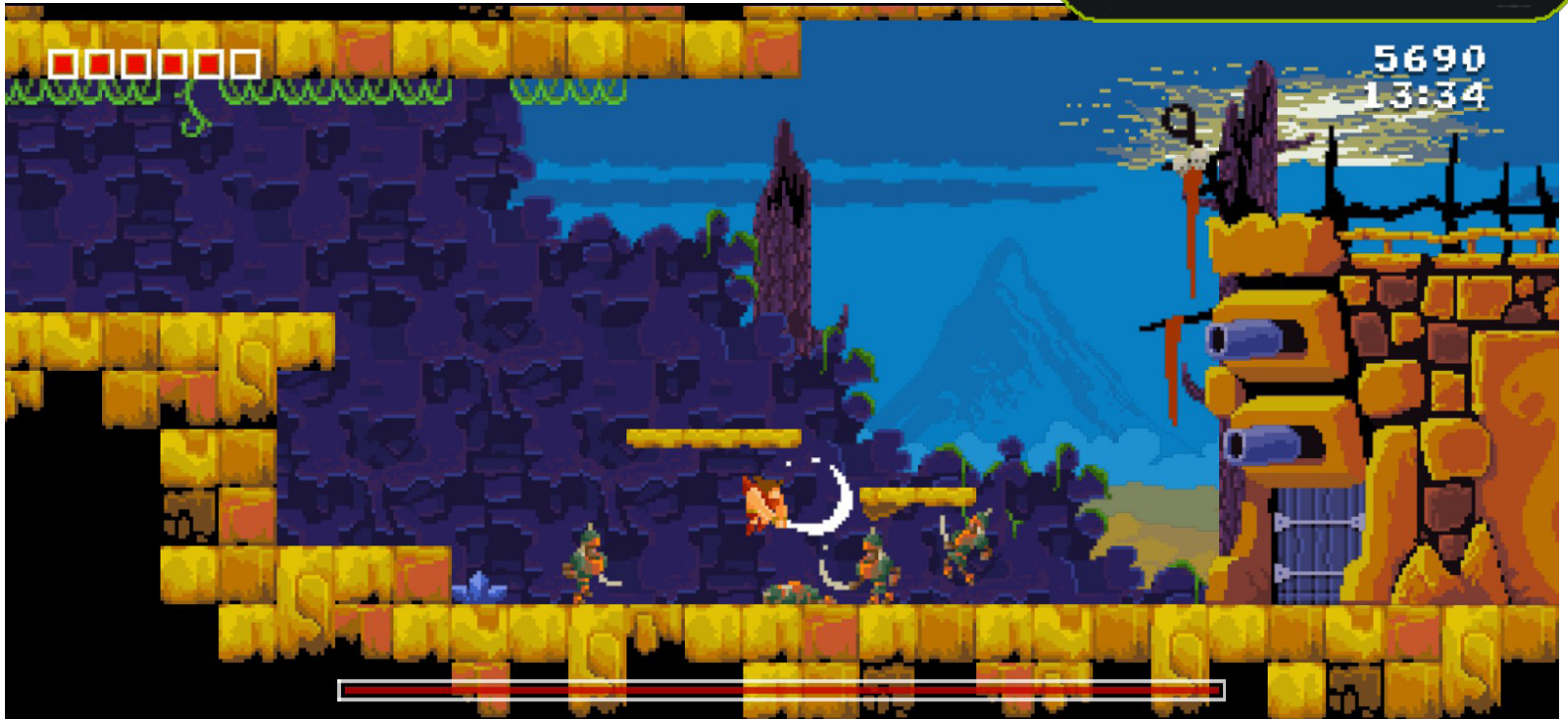
Price $9.99/€9.99/£6.99 **Platforms** PC **Genre** Platformer **Developer** Starquail Games **Release Date** April 2nd

Innovation
The game is a tribute to older games, so not too much innovation is present. It does, however, do a great job of making it feel fresh.

Execution
Smooth controls, entertaining

Gameplay
Entertaining attacks, smooth controls, and fun movements make Tiny Barbarian a fantastic platforming adventure.

Graphics
Reminding me of the Gameboy from a decade ago, the graphics are nostalgic.

Audio
Are we allowed to make sex jokes in this magazine? If so, this music is sex for your ears. Eargasm. Insert third joke here.

Lifespan
Each level takes a good hour to complete, and are still fun the second run.

Overall
Tiny Barbarian DX is a super fun ride, and we can't wait for the next episodes .

Score
8.5/10

Taking inspiration from Conan stories and Swords & Sorcery, **Tiny Barbarian DX** is a medival retro adventure that has giggles and smiles in every room. Like Conan stories, TBDX is separated into four episodes, each containing its own adventure, with the first episode, The Serpent Lord, being the only one currently available. Buying one episode unlocks them all once they are available.

The barbarian, who's name isn't quite revealed (we could call him Tiny Barbarian, but that might get a bit confusing), is a competely lovable character, packed full of combos and attacks. If you idle for about 8 seconds, the barbarian starts flexing his muscles, which he also does whenever he's around women. Charming fellow.

Going through the retro looking levels is a blast, and features a good variety of enemies. In the levels I played, there were three types of enemies, snakes, vultures, and soldiers, but there were a multitude of each, having their own attacks to learn how to dodge. The boss battles are far from cliche, with the first boss being two cannons attacking you, with a door that opens and releases soldiers.

The music in this game makes your blood boil and want to start beating stuff with your fists. It's the perfect fit for a medival game, and also fits just right with the retro atmosphere TBDX creates. Jeff Ball is the man in charge of making these electrifying tracks, and they can be listened to via Bandcamp.

Taking games back to their roots, the three man team has hit the bullseye when it comes to Tiny Barbarian DX, creating an engaging and ridiculously fun game. While we patiently (or not so patiently) wait for the next episodes, replaying the current one is still super entertaining, and provides for great replay value. We'll also be putting up a video of the gameplay on our YouTube, so keep your eyes open, and keep feasting on that chicken leg. ∎

N v2.0
The Ninja is the Only Way
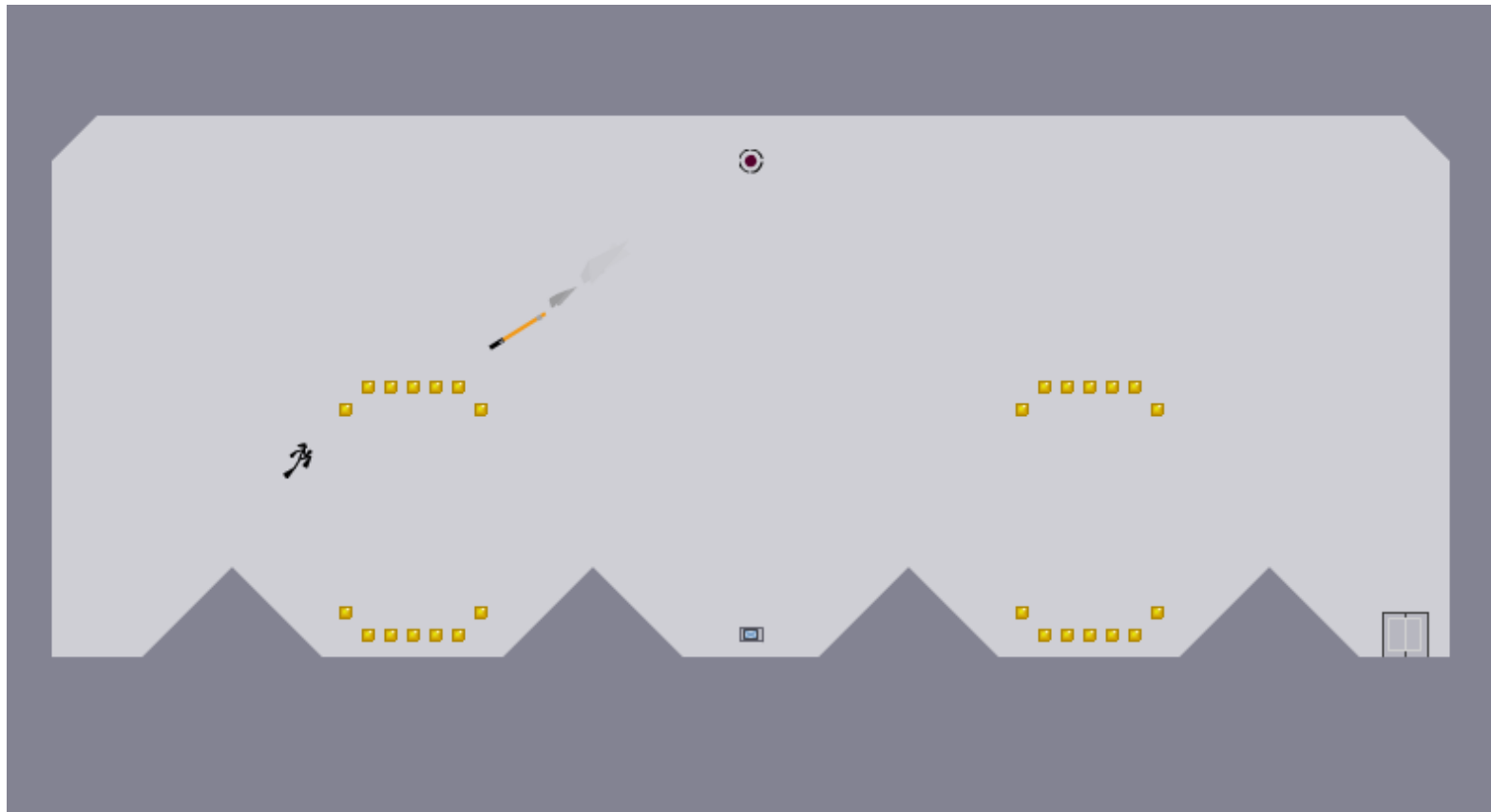
Price Free **Platforms** Flash **Genre** Platformer **Developer** Metanet Software **Release Date** May 17

N v2.0 is the latest release of the "N" gaming series. N traces back to March 2004, when the original N was released, which was an instant hit. From this initial game came many spin-offs and sequels, including N+ for XBLA, Nintendo DS, and PSP. Does N v2.0 live up to the hype and the standards set by its predecessors? Absolutely.

The original physics engine was slightly modified for the new release, making it incredibly smooth, a nice touch. The new controls almost make it feel like you're controlling a character on the moon. While these controls feel a bit sluggish, the game is still super enjoyable.

So what else is new to the classic? N v2.0 has a multiplayer feature, where you can play against your friends in a race to collect the most gold squares and get to the goal. If you've both mastered all the levels from the original, don't fret - N v2.0 features 100 new levels, as well as a couple hundred levels from other versions

of the game, and 100 user-made levels. That's a lot, in case you were wondering.

Even with the overwhelming amount of content and the unique levels, I just couldn't get into the game. The sloppy controls took a while to get used to, and even once I got used to them, I was still very aware of the keyboard in front of me. This prevented me from feeling completely in control of the character, and frustrated me so when I would die.

Whether or not you've ever played the original, you shouldn't have a hard time getting into the beautiful N platformer. N also has a fantastic feature in all its games - multiple levels available at once, each in its own column. There's always 10 levels available to play, and if you get stuck on one, go play another until you've gotten even more skill. But, remember, it takes more than just skill to become a ninja. ∎

Innovation
Creative obstacles and enemies keep the game exciting.

Execution
While the levels are great, the sluggish controls keep the player from getting engaged.

Gameplay
Again, the sluggish controls are super annoying to use.

Graphics
Animations are great, but the graphics aren't anything special.

Audio
Sound effects just make dying all the worse.

Lifespan
If I could sit through it, there's tons of content to play, but I just couldn't get into it.

Score
6/10

That's all, folks!

We really hope you enjoyed this issue of Indie Power Magazine. It was created over a super stressful period of three weeks, and we're super glad to have a full month before the next issue is planned on releasing. We'd like to remind you one last time to send us feedback about the issue to feedback@IndiePowerMag.com. Until next time, make sure you check out more of indie(Function);'s products at indieFunction.com.

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